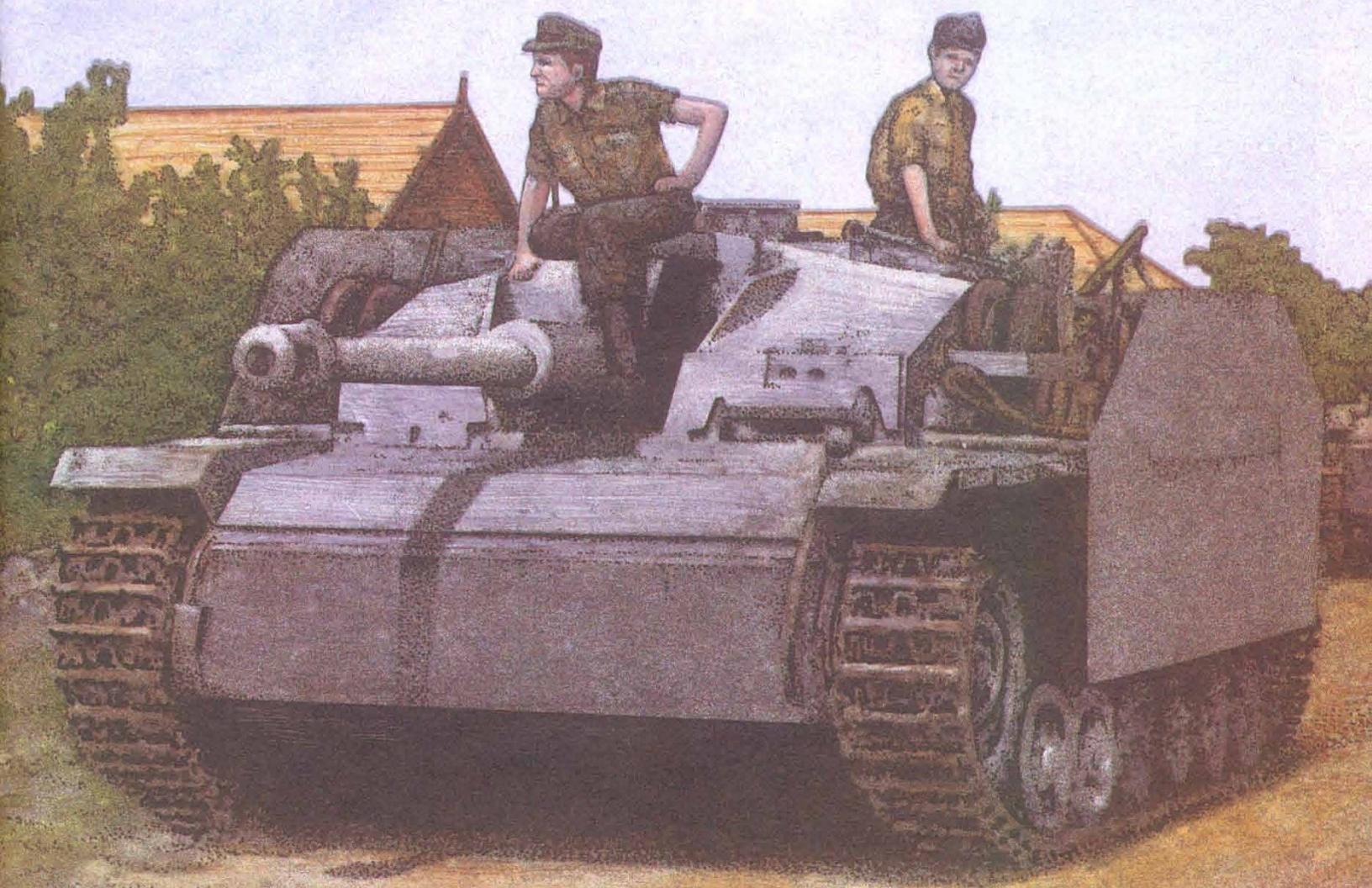


GENERAL

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★ AVALON HILL

Volume 22, Number 3



The AVALON HILL GENERAL

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AH Philosophy Part 111

Some months ago, a controversy over the use of form letters for rejection of unacceptable stories flared briefly in the editorial and letters columns of *Isaac Asimov's Science Fiction Magazine*. Using form rejection letters myself, I was—needless-to-say—intrigued by the course of the arguments put forth by the editors and by would-be authors. Obviously, so was someone else, for I've recently received a letter from a disappointed contributor chastizing me for my own rejection letter and for not returning his original manuscript.

For that unaware majority among you (who probably could care less in any case), our form rejection letter is an unadorned "thank you" to the sender and a list of other hobby periodicals that might perchance be interested in their *magnum*

opus. Occasionally a post-script carries a few personal words of critique or encouragement. I do not, however, go into great detail on the reasons for the rejection, which is what the irate contributor seemingly felt was deserved. And, unless the manuscript is accompanied by a self-addressed envelope with sufficient postage, the item will not be returned to the author; this is plainly stated in our Guidelines (available on request, and a must for those who've not submitted articles before).

In answering such a letter from a disappointed would-be author, I pointed out that my responsibility lies not to him, but the magazine and its readers. To that end, I have interpreted this to mean

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BEYOND VALOR®

June 22nd, 1941 . . . The road is suddenly filled with an approaching Russian motorized column. Only your tiny advance force of three vehicles stands between them and Zhabinki. You wonder if you can possibly hold them off as your gunner slams the first AP round into the breach . . .

September 14th, 1942 . . . Stalingrad is quiet. Your 2nd Battalion has penetrated the western outskirts of the city with little opposition. The Volga lies only a few blocks ahead. Surely it will be yours by nightfall . . .

November 9th, 1942 . . . Stalingrad is in ruins. The remnants of the red brick building which has come to be known as the Commissar's House stands defiant against the gray background of the decimated city. Newly arrived engineers of the 50th Pioneer Battalion are moving up with demolition charges and flamethrowers. This defiant symbol of Russian resistance west of the Volga now will surely fall . . .

January 17th, 1945 . . . The clank of treads on cobblestones foretold the imminent liberation of Warsaw. Without armor or sufficient reserves, the German defense of the city had scant chance, but the fighting would be bitter nonetheless . . .

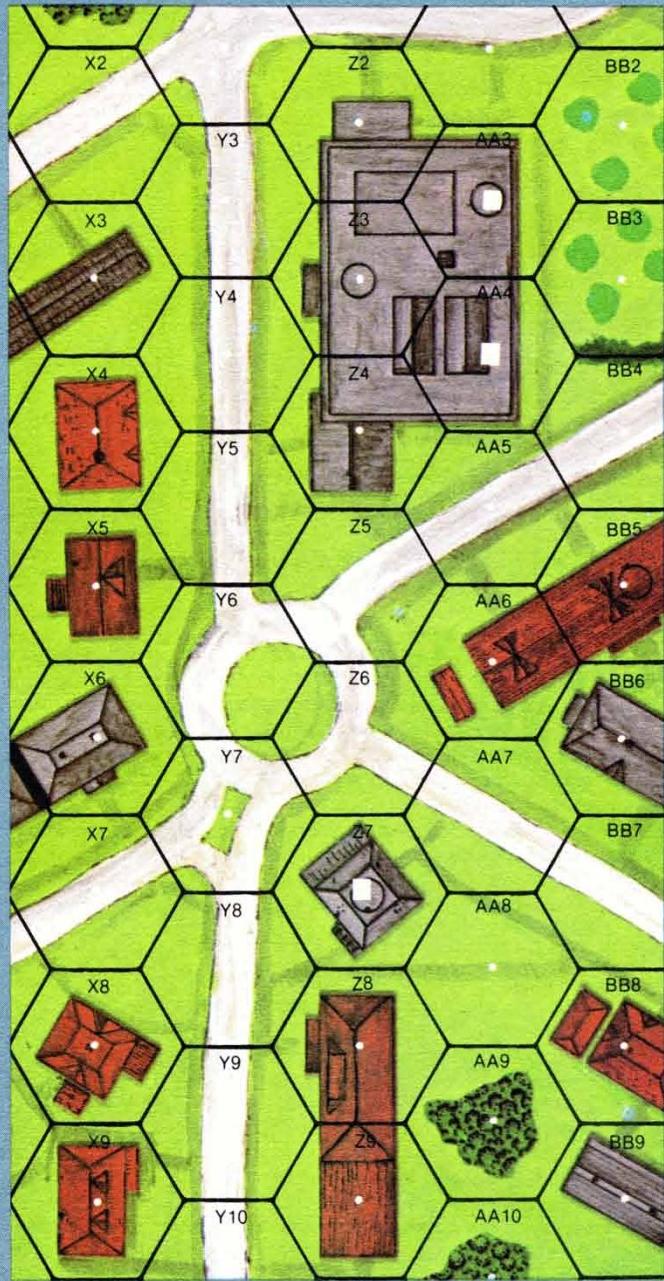
May 3rd, 1945 . . . The war has come full circle. Berlin is in utter chaos and civilians fleeing the approaching Red menace fill the streets. Only the battered remnants of the Muecheberg Panzer Division maintains a semblance of order as they sortie for the final time in a desperate effort to break out of the doomed capital and escape to surrender in the west.

This is **BEYOND VALOR** . . . a tense game simulation of tactical combat on the Russian Front so realistic that you'll duck with every roll of the dice. Yet it is more playable than its famous predecessors—**SQUAD LEADER** and **CROSS OF IRON**. In combination with **ASL**, **BEYOND VALOR** opens new vistas in the realm of tactical combat simulation gaming. All the fascinating features of the **SQUAD LEADER** game system have been distilled into a more playable format described in the combined **ASL** rulebook.

BEYOND VALOR includes all the components you'll need to play **ASL**, including counters representing the complete Russian, German, and Finnish armies. Depictions of every gun, vehicle, and major weapon of these combatants is included, as well as representative pieces for their many Infantry and cavalry formations. Four new geomorphic boards (20, 21, 22, 23), depicting a variety of urban settings, add to the varied assortment of playing surfaces available for this game system.

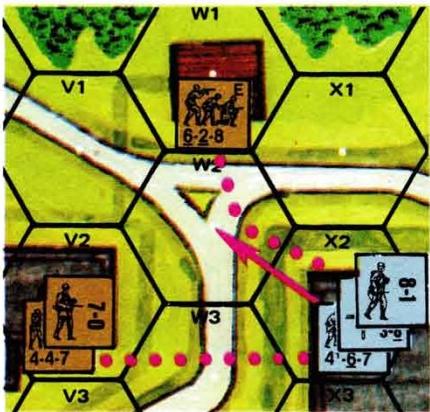
BEYOND VALOR is available now for \$40.00 from The Avalon Hill Game Company, 4517 Harford Road, Baltimore, Maryland 21214. Please add 10% for shipping and handling to payment (20% for Canadian orders and 30% for overseas orders). Maryland residents please add 5% state sales tax.

BEYOND VALOR contains no rules;
ownership of **ASL** Rules is required.



A

which is *not* marked with a First Fire counter (even though it may have fired during First Fire) is still entitled to multiple attack possibilities during Final Fire, and at any target, not just adjacent ones.



EX: It is the Russian MPh and all three Russian units are berserk. The 6-2-8 starts the MPh by charging the 4-6-7 in X2, and is First Fired upon in W2 by the 4-6-7 squad and its LMG directed by the 8-1 leader (14 FP and a -3 DRM). The Original 6 DR on the IFT results in a "K/3" which Reduces the 6-2-8 to a 3-2-8 HS but fails to eliminate it when it passes the 3MC due to its berserk Morale Level of 10, so it enters X2 where it must be fired on again (8.312) using Subsequent First Fire with 10½ FP ($7 \times 3 [TPBF] = 21 + 2$ [Area Fire] = 10½) and a +1 DRM (+3 [TEM] -1 [FFNAM] -1 [Leadership] = +1). The attack causes a NMC which the 3-2-8 passes. However, the German units are now marked by a Final Fire counter. As long as the 3-2-8 HS is in the same Location, the German unit cannot fire outside the hex (7.212). Because the 3-2-8 expended two MF to enter X2, the German stack can opt to make another attack against it (this time using PPF), but declines.

The berserk 4-4-7 and 7-0 leader now charge into X2, where they are attacked by the 4 Residual FP left by the previous attack and a +2 DRM (+3 TEM -1 FFNAM). Assuming the 4-4-7 is not broken by the Residual FP attack, the German units must attack with PPF (8.312). The German PPF attack is once again 10½ FP with a +1 DRM but it applies only to the 4-4-7 and 7-0 since the 3-2-8 is no longer moving. The Final IFT DR is an 8 vs the Russians which results in a NMC vs the two Russian units. The Original IFT DR of 7 results in no effect vs the Germans due to their leadership modifier which reduces it to a 6. However, if the Original DR had been an 8 the German units would have immediately been pinned; had it been a 9 the units would have broken and had to rout from the hex (assuming they survive the Russian APh). Because the Russians used two MF to enter X2, the Germans can repeat their PPF attack but are not obliged and, given the dire consequences of rolling too high, decide not to attack further. During their APh the Russians will be able to attack with 10½ FP ($7 \times 3 [TPBF] = 21 + 2$ [APh] = 10½) and +3 TEM. Any broken units will rout out during the RPh and all remaining units will engage in CC during the CCPH.

Now assume that instead of the LMG, the German had a 2-2-8 crew in X2 with the squad and leader, and that the crew had held its fire until X2 was entered. The attack vs the 3-2-8 in X2 would now be 12 FP (4 [squad FP] $\times 3 [TPBF] = 12 + 2$ [Area Fire] = 6 + (2 [Crew FP] $\times 3 [TPBF] = 6) = 12$) with a +1 DRM. The crew (now marked with a First Fire counter) can elect to make a second attack in X2 as Subsequent First Fire (thus flipping its First Fire counter to the Final Fire side) but has only three FP unless the squad joins the attack with PPF. The squad does not have to attack however because it has already fulfilled its requirement to do so when the hex was entered, although it has the option to do so. The German player, realizing that other berserk units will soon enter the hex and force another PPF attack by the squad declines to attack again with the squad at this time, but because the crew will be unable to fire outside the hex anyway now that it is occupied by enemy units decides to use the crew's Subsequent First Fire Opportunity now. Both German units will then be forced to use PPF vs the remaining berserk Russian units when they enter their hex.

9. MACHINE GUNS & SW MALFUNCTION

[A LMG counter represents a weapon additional to the inherent complement of such weapons present in a squad and accounted for by that squad's FP. The inherent LMG of a squad counter is not subject to any of the following rules, nor can it ever be turned into a LMG counter.]



9.1 COUNTERS: A MG counter has a two-number hyphenated Strength Factor; the number on the left is its FP and the number on the right is its Normal Range as measured in hexes. In addition, each MG counter (or vehicular MG MA) has a number encased in a square which is its Multiple ROF.

9.11 MMC USAGE: A MG counter is a SW and is dependent on Personnel to portage and fire it. A squad may fire any one MG counter at no cost to its own inherent FP, or any two MG at their normal MG FP effect and thereby forfeit its own inherent FP for the current and any remaining fire phases in that Player Turn [EXC: 7.353]. Any other MMC may fire only one MG (regardless of type) with full FP, but in so doing forfeits its inherent FP for any remaining fire phases in that Player Turn.

9.12 SMC USAGE: A leader may fire any one MG counter as Area Fire. Two SMC may fire any one MG counter at full FP. If a leader mans a MG counter (either singly or in combination with another SMC), he loses any leadership DRM he may have otherwise exerted during that fire phase, but the MG is exempt from Cowering. See 15.23 for Hero usage.

9.22

9.2 MULTIPLE ROF: A MG counter (not a vehicular MG unless MA) has a Multiple ROF and therefore may conceivably fire many times each Player Turn (whether separately or as part of a FG) depending on how long its operator engages each target. This time factor is abstractly represented by the Original colored dr of the IFT Resolution DR. If the colored dr is \leq the counter's ROF, the MG may be fired again during that phase (A.15). However, *during Defensive First Fire* (even Subsequent First Fire) a MG cannot fire at the same unit in the same Location more times than the number of MF/MP expended by the target unit in that Location (minimum of once per hex), and if it does fire on the same unit in the same Location during First Fire, those shots must be consecutive. Once the unit has exhausted its First Fire opportunities (i.e., the colored dr of its shot is $>$ its ROF), it is marked with an appropriate Fire use counter (Prep Fire, First Fire, Final Fire). Each MG in a multiple-MG FG retains or loses its own Multiple ROF based on the Original colored dr of the FG IFT DR (e.g., if a FG with a MMG and a LMG rolls a colored 2 dr on its IFT DR, the LMG has exhausted its Multiple ROF but the MMG has not). Multiple ROF weapons may never fire more than once in the APh unless using Opportunity Fire.



EX: The Russian MG in I5 Defensive First Fires with a -2 FFNAM/FFMO DRM on the squad and leader stack as they enter H6 from H7 at a cost of one MF. The result pins the leader, but the squad continues on into H5. Having retained its Multiple ROF with a 1 on the Original colored dr of its IFT DR, the MG may fire again, but not on the pinned leader (unless it waits until Final Fire and is still not marked with a First Fire or Final Fire counter) because only one MF was expended in that hex. [If the pinned leader had expended two MF in entering H6 and thereby allowed another shot, the -2 FFNAM/FFMO DRM would not apply to that second shot because the leader is now pinned. If any of the DEFENDER's units fired on the moving squad in the interim, the MG would lose its opportunity to continue firing at the pinned leader because the shots would not be consecutive. Moreover, the MG would have to make its decision whether to continue firing at the pinned leader before the squad leaves the leader's hex; thereafter the leader's MPh has ended and it is no longer subject to First Fire.] So the MG fires on the squad in H5 with a +2 DRM (-1 [FFNAM] +3 [TEM] = +2) and breaks it while again rolling low enough on the colored dr of its IFT DR to retain its Multiple ROF. Because the broken squad expended two MF in entering H5, the MG may attack it once more and does so—but this time fails to roll low enough on the colored dr to retain its Multiple ROF, and is marked with a First Fire counter. It cannot use Subsequent First Fire vs the broken squad because it has already fired on it twice and the unit had expended only two MF in its current hex. Should another unit move into the MG's LOS within a two hex range, the MG could use Subsequent First Fire, but otherwise its attack opportunities are over for this Player Turn unless an enemy unit moves ADJACENT or into its current hex (see PPF; 8.31). The German MPh ends at this point, and the MG (not adjacent to an enemy unit), gets no Final Fire (8.4).



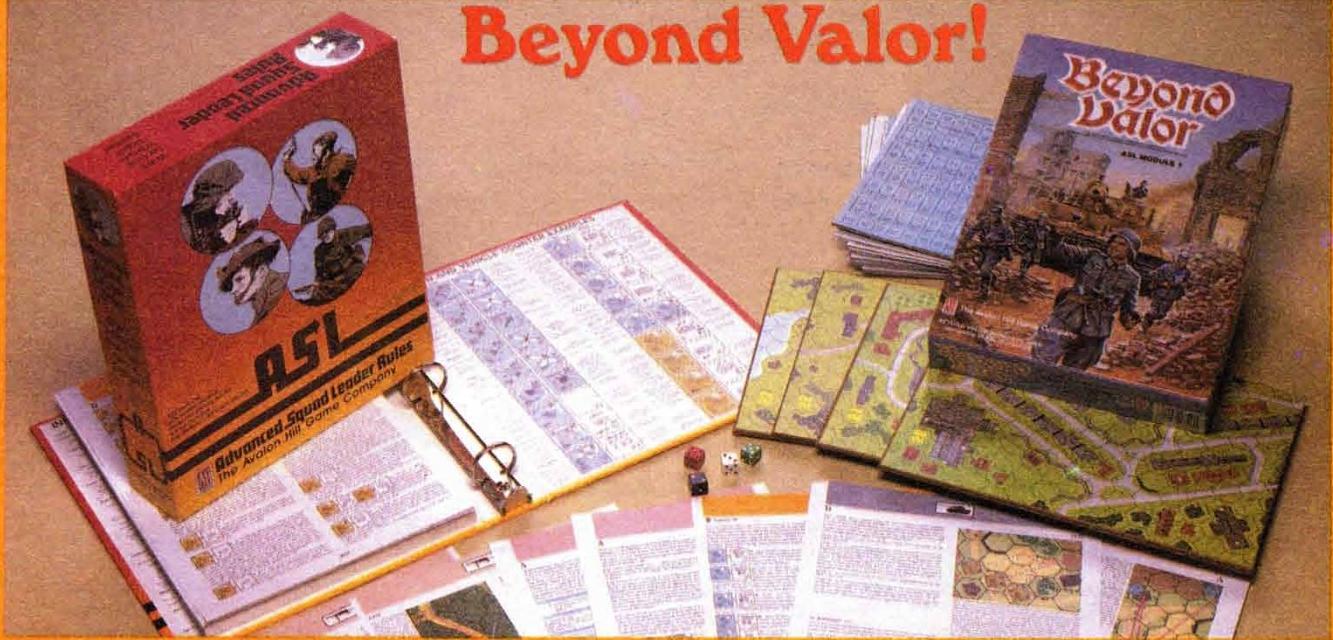
9.21 FIELD OF FIRE: If a MMG/HMG counter (not a vehicular MG) in a Woods, Rubble, or Building hex fires and is entitled to another shot, it may continue to fire during that phase only inside the CA of the prior shot. If it fired up or down a staircase within its same hex, its CA is defined vertically and subsequent shots during that MPh other than vs its own Location are limited to the same direction up or down the staircase. If necessary, place a CA counter on the MG (or alternately two hexes away to relieve any congestion caused by over-stacking) pointing to the hexspine of that CA as a reminder of its now-fixed CA. Remove the CA counter at the end of the current phase. The MG can fire outside its previous Defensive First Fire CA during Final Fire in its own DFP unless pinned (7.81). Otherwise, a MG counter may fire in any direction with no detriment due to the facing of the counter.



9.22 FIRE LANE: The DEFENDER has the option during his opponent's MPh to establish a Fire Lane with any or all of his Good Order MG counters (not vehicular MG—even if MA) not yet marked with a First Fire counter. He may exercise this option at any point in the MPh (except after resolving an attack which

ASL

Beyond Valor!



SQUAD LEADER, CROSS OF IRON, CRESCENDO OF DOOM, G.I. . . . The very list sounds like a veritable wargaming Hall of Fame . . . one award winner after another . . . and now they're all rolled into one revised, comprehensive package: **ADVANCED SQUAD LEADER**. ASL is a completely redesigned version of wargaming's most popular game system bulging with new material to maintain its state of the art reputation on the cutting edge of wargame design. And what's more, ASL will always be up to date because it is not just another rulebook which is here today and obsolete tomorrow. ASL comes in a three ring binder which can be constantly updated by removing obsolete pages and adding new ones much in the same manner as U.S. Army Field Manuals. Coupons are included which can be periodically exchanged for any changes to the system. If a rule is changed, instead of errata—you get a completely revised page to post inside your binder with the change highlighted by a gray screen—and the page containing the error is simply removed. When additional chapters covering new subject matter become available, they and an updated Index are simply inserted into the binder. Your rulebook and the game system thus never become obsolete and are truly the source of a lifetime of gaming pleasure. The rulebook itself is copiously illustrated with full color diagrams and each chapter is color coded and separated by a two-ply, fold-out fiberboard divider containing duplicates of all pertinent charts . . . truly the ultimate in simulation game presentation.

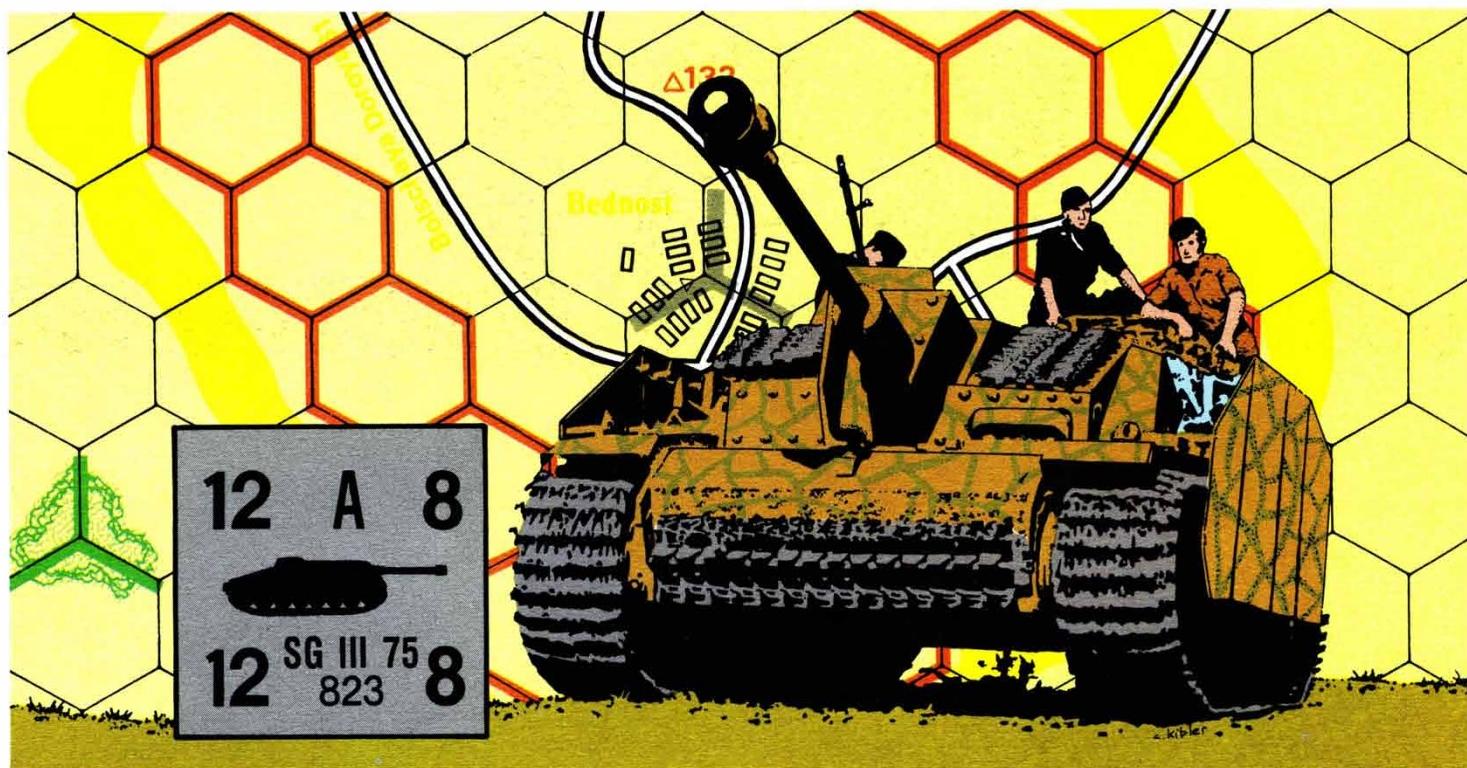
ASL is not just reorganized **SQUAD LEADER**. The basic foundation of the design has been changed to provide the ultimate combination of realism and playability. Foremost among the many changes is a revised movement system wherein all units are vulnerable to special defensive fire modifiers only as they move. Machine guns and ordnance have a rate of fire which allows them to fire an indeterminate number of times depending on how long it takes them to engage each target. Tanks may actually fire as they move and, depending on their speed and accuracy, can conceivably destroy numerous opposing vehicles in a single turn. Make no mistake—ASL is a very different game—those expecting only a reorganization are in for a pleasant surprise.

This package is not a complete game unto itself. It contains only the rules, tables, and charts for the ASL system. The mapboards, unit counters, and scenarios necessary for play of the game must be purchased in the form of boxed modules or ordered separately. We suggest you purchase ASL Module #1: BEYOND VALOR with ASL as it contains the complete counter set for the German and Russian armies plus all the systems counters necessary for play of ASL. While ASL might conceivably be used in combination with existing **SQUAD LEADER** components, it is not recommended; the playability of ASL is greatly enhanced by its specially designed components.

Ownership of **SQUAD LEADER** is not necessary to play ASL, but if you've never played **SQUAD LEADER** before, we suggest you do so before purchasing this product. **SQUAD LEADER** is less expensive and will either whet your appetite for this type of game or serve notice that ASL is not for you. **SQUAD LEADER** also uses a form of Programmed Instruction to aid in learning the game—a convenience not found in the more detailed pages of ASL. Lastly, **SQUAD LEADER** contains four mapboards which you'll ultimately want for inclusion in your ASL game system anyway—and when ordered separately these can cost as much as the entire **SQUAD LEADER** game.

The **ADVANCED SQUAD LEADER Rulebook** is now available for \$45.00 from The Avalon Hill Game Company, 4517 Harford Road, Baltimore, Maryland 21214. Please add 10% for shipping and handling per order (20% for Canadian, 30% for overseas). Maryland residents please add 5% state sales tax.

A sample section from the **ADVANCED SQUAD LEADER Rulebook** is shown on the facing page. The greatest of effort has been expended on this greatest of games. Extensive use of color to code and inform make the rulebook a graphic masterpiece in this hobby. And the rules themselves have undergone intensive study by expert players to insure that they are written so as to transmit complex ideas as clear as may be.



THE BEND IN THE CORRIDOR

A Dramatic Interpretation of a PANZERBLITZ Scenario

By David A. Schaffer

PREFACE

This description of a playing of a *PANZERBLITZ* situation utilizes a dramatic approach to wargaming. Such an approach confidently asserts that drama, or at least the potential for an interesting story, is presented in the play of every wargame regardless of its outcome. What is necessary to dig out and write those stories is documentation of an actual game, analysis of the results, and interpretation of those results in a dramatic fashion.

Any game will do. So will all methods of play (though the requirement for close documentation gives play-by-mail a clear edge over traditional face-to-face games). The method that seems especially appropriate for dramatic interpretation, however, is the currently popular *Hidden Movement* variation of land and sea wargames.

This is because, in traditional encounters, players see their opponent's pieces and can analyze and decide best what to do. *Hidden Movement* (hereafter referred to as *HM*) reverses all that. *HM* players must decide what to do first without this stupendous foreknowledge.

Then they see.

In traditional games, terrain makes no difference. Players can hide among the timber. They can move behind ridges. They can skulk behind hills and mountains . . . and it makes no difference. The opponent always sees the movements from the lofty heights.

HM changes that.

It allows players to move in secret, and often fight "blind". If terrain blocks your line of sight you will not see what may lurk on the far side. And if you do not see, you play in the dark.

The purpose of playing in the dark, of course, is realism—the attempt to create on-board condi-

tions that closely resemble conditions in the field. The excitement this generates has already been proclaimed by Chris Crawford in the opening to his "Blind Free Kriegspiel" article (Vol. 13, No. 4 of The *GENERAL*). Suffice it to say that movement in the dark can make one downright nervous.

But it is Crawford's predecessor, Riley R. Geary, who deserves credit for working this realism onto the playing boards. Geary accomplished that when he reinforced the standard two-player system with the control board and game moderators. From his "A Kriegspiel *PANZERBLITZ*" (Vol. 8, No. 6):

"Each player plays the game on his own board, completely independent from the other, with the third board operated by two moderators to serve as the control. Only the moderators on the control board know the situation at any given time so it is up to them to coordinate the action of the two players and determine the correct consequence."

Geary himself utilized a simultaneous movement system developed by Dennis Mehaffey in "*PANZERBLITZ MSM*" (Vol. 8, No. 2).

Then Ian L. Strauss wrote "*Blind PANZERBLITZ*", which appeared in the *WARGAMER'S GUIDE TO PANZERBLITZ*. In a plea for playability, Strauss discarded the simultaneous system as too cumbersome. He replaced it with the traditional alternating movement system, eliminated the control board, cut Geary's two moderators to one and even got *HM* players FTF by erecting a barrier of game boxes between players to prevent them from seeing the other's boards, but allowing Strauss' referee to see them both.

The game in question here was played during the summer of 1975. My brother, Brad Schaffer, accepted the role of the German commander. A friend,

Steve Anderson, assumed the role of the Russian. Movement was alternating. The first moves were played by mail, the last by phone. The scenario was a slight modification of Scenario 11 from the original game. Most standard *PANZERBLITZ* rules were used and combat was resolved with die rolls on the *PANZERBLITZ CRT*.

PANZER LEADER rules for Indirect Fire, Opportunity Fire, Spotting, Stacking ("E", first sentence), Transporting Units, Functional Mobility for Turreted AFVs were also used for increased realism. And with one notable exception, HM guidelines corresponding to the Strauss version were also employed.

That exception is the control board. Mr. Strauss wanted a FTF game that incorporated the excitement of HM with a minimum investment of time and effort. And, for that purpose—striking an acceptable balance between playability and realism—he seems to have succeeded.

If your purpose is to find a story in a game of conflict, however, you have already committed yourself to considerable effort. To protect that investment, adequate time would be budgeted for accurate documentation. And it is here that use of the control board pays off. For beyond the privilege and fascination of seeing all the events unfold, use of a control board allows the moderator (now analyst) to pace the game at whatever speed is necessary to record the information.

But the control board serves an additional function, one that may not be acceptably met with the Strauss version of FTF HM. As Chris Crawford noted in his summation to "Blind Free Kriegspiel", "Another problem is silence. All three participants need to be aware of the fact that the conversations between umpire and player contain valuable information for the other player."

Series Replays have often been done for FTF encounters. So dramatic interpretations can be, and hopefully will be, made out of them as well. But unless the umpire-cum-writer can get a player away from his opponent—and a control board makes it possible to separate them—on-board events are all the reporter is likely to gather. After all, what responsible player will freely divulge his plans and assumptions within hearing distance of the enemy?

On-board events are required, of course. In fact, they are at the head of the work. But what players think about them, what they say about them, how they react, (especially how they react to them) these are vital; these are at the heart.

The narrative that follows is a work of fiction. It is game turned into story. Dramatizing outcomes returns the wargame to the literary form that probably led most of us to wargames in the first place. We sincerely hope that you enjoy it, and . . . perhaps . . . learn something of the game in the process.

—
“The *Frundsberg* Div . . . had lost contact with its Corps.”—Paul Karl Schmidt in *Scorched Earth: The Russian-German War 1943-44*, page 453.

THE CORRIDOR

Not far off the west edge of Map 2, Colonel Rudolph Schrimmer halted the armored vanguard of 9th SS Panzer Division *Hohenstaufen*. The panzers following his halftrack were churning the night-stiffened ruts of *Bolschaya Doroya 61*—the Ukrainian gravel road winding east to encircled First Panzer Army—into mud. Slowed by it, the heavy Wespe and Hummel units further back in the column were falling off the pace set by the Panthers and Panzer IVs in front.

The muck-spattered corporal who had raced forward with his message gunned his motorcycle; he was cold. But the engine backfired, bringing him a glare from his colonel that made him colder still.

So the corporal throttled back. Too far. The engine coughed and died.

The corporal threw up his hands. How he wished Heinz was back! Heinz was the colonel's actual dispatch rider. The corporal was merely a truck driver promoted into the colonel's service when Heinz got pneumonia on the train crossing Poland.

The corporal knew he should kick the motorcycle over again. Yet he hesitated. It did not seem wise to disturb the colonel a second time—not with that intense look on his face.

Schrimmer was staring into the Ukrainian fog. His orders were to duplicate the efforts of the 10th SS Panzer Division *Frundsberg*, which had actually broken through to First Panzer Army four days ago. But a Russian counter-attack had separated the two divisions of II SS Panzer Corps.

“Corporal,” Schrimmer growled.

“Jawohl, Herr Standartenführer!”

The shiver in this voice was so naked that it cracked Schrimmer's concentration. His eyes narrowed. He asked, “How old are you?”

“Sixteen, Herr Standartenführer.”

Sixteen. Schrimmer looked the youngster over closely. His own son was this age. And something about this boy reminded Schrimmer of him. “What is your name?”

“Sigfried, Herr Standartenführer.”

Schrimmer could not fix the likeness. “Drive back in the column, Corporal Sigfried. Tell the commanding officers of panzer and grenadiers to report immediately.” In reference to Army officers accompanying the fledgling SS group, Schrimmer added, “Don't tell our Army friends anything.”

When the corporal had gone, Schrimmer returned his gaze to the fog. He had halted the column to allow the Wespe and Hummel to catch up; he wanted those units forward for direct fire support.

The delay had allowed him to uncover the limited scope of the breakout plan. That plan was to drive a defensible corridor through the Russian lines. Consequently, Army Group Headquarters had restricted the width of the corridor to positions that would safeguard it.

Well, *Frundsberg* had driven in smartly enough. What they hadn't done was get anybody out.

Schrimmer studied his Situation 11 card. The date was 10 April 1944. *Hohenstaufen* should tempt the fate of *Frundsberg*.

No! Colonel Schrimmer was changing the plan.

Russian Major Andrei Chomlokov stood on Map 1 at the junction of *Bolschaya Doroya 61* and the road to Uschas. He pointed through the darkness to Hill 135 and told a subordinate to send Recon Company 135 to the north end. There they were to establish an observation post for the 120mm mortars Chomlokov had hidden in the large woods east of the hill. Then he told his own headquarters detachment to occupy the coordinate N5 at the south end.

These were the last of the 53 units of his 20th Mechanized Brigade to be placed. He had formed them into four groups. The south group had mostly deployed in the woods west of Adski, the central group in the woods about the junction and the north group in the town of Uschas. Each was made up of infantry and anti-tank guns.

All three had offloaded. They were ready to give their lives for Mother Russia.

The fourth group was Chomlokov's reserve: four companies of T-34/85 tanks, three of Guards Infantry and one of Recon. They were standing mobile in the center.

The remaining mortar companies he had scattered across the map.

When he had finalized details with Tank-Major Chetvek, commander of the reserve, Chomlokov and the remaining headquarters personnel left the junction for N5. On the way Chomlokov reconsidered his troop disposition.

He had no solid defense line—only scattered groups, and the rough terrain of Map 1 between them. Some of these gaps he had filled with transport units. But there were others.

The one on his south flank bothered. The swamps in the north would channel the Fritze through the Uschas area, which he felt he could hold. But in the south, they could slip around the Adski-woods position. And if they reached Hill 126 before he did, he would be seriously outflanked.

Wherever the Germans hit, Chomlokov expected them to come in force. They would not waste time probing for weak points. When he had identified their main attack he intended to counter it with an attack of his own. He would not waste time running from them. He felt the reserve could reach either flank within a short time.

When Chomlokov reached N5 he found the area empty. The major climbed out of his U.S.-built jeep and stood in the chill. He could see little more than the beech trees immediately around him. All he could hear was the wind in them, and some waking birds.

It will soon be light enough to see them, Chomlokov thought. He ordered scouts to search other coordinates on the hill for his missing headquarters. Then he walked off by himself.

He needed reinforcements badly. Yet there was no hope of that. He wondered if he could hold the Germans for eight hours by himself. And even if he did, what made him think he would be reinforced? The mud was raising havoc with Russian attempts to move heavy weapons.

“Into Rumania,” he whispered. That phrase was being repeated by commanders throughout the 1st Ukrainian Front. Chomlokov wondered if he would ever get there.

“Major Chomlokov.”

One of the scouts had found his headquarters. It had been located in N4! “A useless position,” Chomlokov muttered. How could he sight Germans from there?

The disposition of the southern force still nagged at him. When he reached N4 he radioed the South Group commander, a Captain Kraznik. He told Kraznik to load his force. He told him to make his first move into the woods on Map 2 south of Hill 132. That would deny the enemy an approach to Adski.

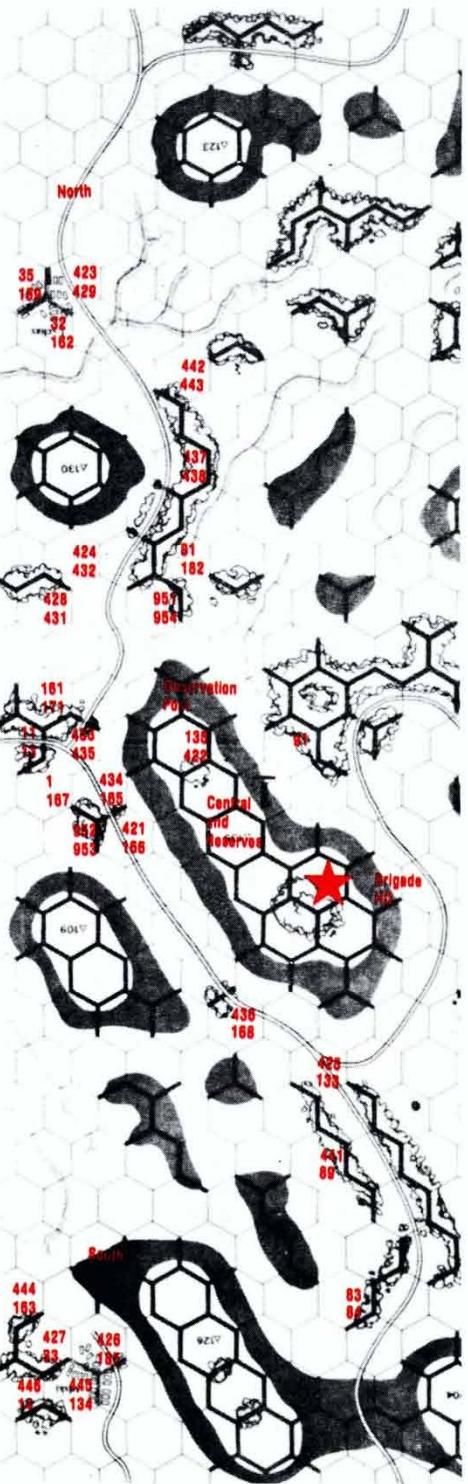


Figure 1 The Russian set-up, by groups.

“I'm worried about the South Flank.”—Steve Anderson, the Russian Player.

Minutes later Meister called—yelled for—a ceasefire. Then he removed his headset. His ears rang with the thunder of the barrage and the shouting over the wireless. His face was flushed with excitement.

“Herr Sturmbannfuhrer.”

Meister could discern some of the woods through the smoke and mist. The willows were a smouldering shambles. But the Guards were *kaput*.

“Herr Sturmbannfuhrer?”

Meister put on his headset. “Company 3,” he transmitted, “pull back in reserve. Reserve Company, occupy trees on the field’s flank.” Three other platoons would move down the channel, while the Panthers on the swamp flank moved past the willows and liberated Adski.

Meister was exuberant. In his first moments of combat here on the Eastern Front he had eliminated an entire company of Russian Guards. He had chased away their transport, surely destroyed them, and had smashed the trucks attempting to reinforce them. All this without a shell of SPA!

“Herr Sturmbannfuhrer!” Meister listened hard. “Those Russian trucks are in the willows!”

Kraznik and his radio operator had climbed onto the roof of the government building. Guards Company 163 had been decimated. But their halftracks had made it back to Adski. And SMG 185 had replaced the Guards in the willows. They would slow the Germans long enough for Kraznik to shift Recon 134 to the north edge of the village.

But . . . there still was nothing on Hill 126. Even though he had halted Fritz on the swamp flank, Kraznik was certain he would try for the hill next.

Keep them away from it, Chomlokov had said. The anti-tank guns had already unlimbered in the south sections of the village. Faced southeast, they could fire on any Panthers moving toward the hill.

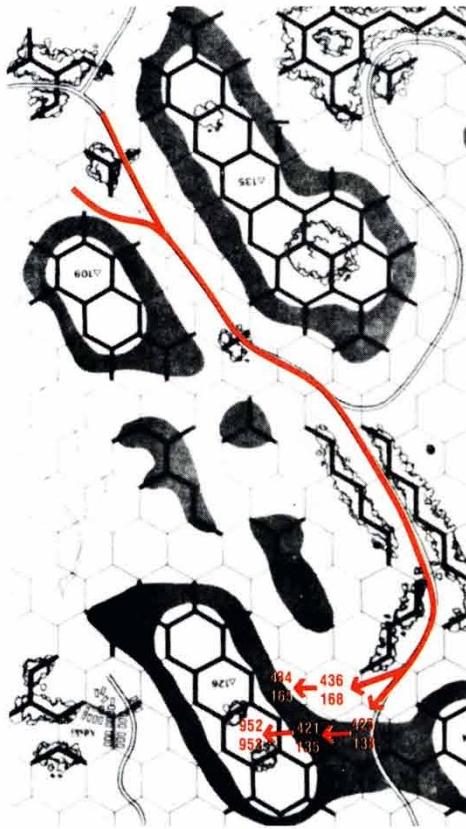
Kraznik rubbed the stubble of his beard. Two anti-tank companies, and one of them a mere 45mm, would never keep all those Germans away from the hill. Where were Chomlokov’s reinforcements?

Kraznik could wait no longer. He stood on the roof and caught the attention of a halftrack NCO on the road. He ordered him to lead his vehicles, and those that had just unloaded the AT companies, onto Hill 126.

Major Meister was furious. Things hadn’t happened at all as they were supposed to. After eliminating the Guards, Panther Company 4 was supposed to have caved in the Russian swamp flank by rolling across the pasture past the willows and liberating southeast Adski.

“I’m moving the Reserve . . . their movement should be in secret, behind ridges and woods in the South.”—the Russian Player.

Figure 8 The hidden movement of the Russian Reserve during Turn 2.



But Panther Company 4 did not liberate southeast Adski, or even north Adski. It did not pass the willows, roll across the pasture or cave in the Russian swamp flank.

Panther Company 4 did not even move! And Major Meister was ranting.

What had happened? Except for the elimination of the Guards from the willows, Meister wasn’t sure. That area, he could plainly see, held no Guards. But Panther Company 4 did not move into it because the willows had already been occupied by the Russian trucks lumbering down the slope. They were supposed to have been AV’d by his own order to Opportunity Fire, as were the Guards’ halftracks (that had in fact escaped to Adski).

What had happened? Meister’s Panther leaders were making excuses. They had trained under *Panzер blitz* conditions, they said, not this cloudy *Leader* type of operation. They couldn’t fire, they said, because they’d expended their entire movement in the preceding moment.

Major Meister was furious. “Next time,” he raged to his adjutant, “if I order them to Opportunity Fire, that is exactly what they will do. I don’t care how many moves they used up in the prior turn. I don’t care if they fired conventionally. I don’t even care if they are dispersed. If I order Opportunity Fire, that’s what I want to get.”

Major Meister shook his head. “Who is in charge around here anyway?”

SMG 185 had survived the terrific shelling of the willows. This astonished the lieutenant in the lead truck, but he wasn’t counting his blessings. The only thing on his mind now was to get out of there. It meant dashing along the slope again, but it was the only way. A dense green stand in the middle of the willows prevented the trucks from escaping through the trees. But the lieutenant thought they could get

off the slope before the Panthers or Wespe or Hummel could zero in on them. He would face Kraznik later. There were *no* Guards left to reinforce.

When the Russian trucks transporting SMG 185 abandoned the willows, the eyes of Major Meister’s chastised tankers fell on them greedily. The commanders did not even give the major a chance to tell them what to do.

“Traverse left the track,” one of them transmitted. “Opportunity Fire when they reach the slope. Range will be two.”

Another sharp-eyed commander sighted Russian halftracks streaming out of the village toward Hill 126. “Platoons 956 and 957,” he chanted, “two armored targets in C6. Range five . . .”

But one of the gunners interrupted to tell him he could see a Russian officer. The man was standing on the roof in the village waving his arms. He stood directly in the gunner’s line of shot. What should the gunner do?

“Opportunity Fire!” Major Meister screamed.

Kraznik jerked into a half-crouch. Something terribly large had just screamed past his head. He blinked. Turned. The Panthers. A blur. A red-hot blur as drilling right . . .

Kraznik dove. They were shooting at *him*?

His radio operator was already flat. Kraznik shuddered and waited for the building to go down.

Shell after shell shrieked overhead. If they were gunning for him they were doing a very poor job of it. How could they miss the building?

Explosions.

The halftracks! Kraznik forced his twitching eyes toward Hill 126. Oh, no. Neither company had made it. Most of the halftracks were flaming wrecks.

That wasn’t the worst. The slope above the willows was littered with burning trucks and scrambling soldiers. SMG 185 had been X’d.

Smoke from the burning halftracks now obscured parts of the hill. As flames found fuel tanks, booming explosions shattered the lull that had settled over the German south flank.

Meister called for sighting reports.

On the swamp flank: “The willows are clear. This approach to the village is at last open.”

On southeast Adski: “We can’t tell what might be there, *Herr Sturmbannfuhrer*. We haven’t spotted that coordinate yet.”

On the Adski woods: “One company of trucks is blocking the channel.”

“Did you say trucks?”

“Jawohl. Only trucks. We have them spotted.”

“Standby for orders.”

From southwest Adski: “One anti-tank battery.” Meister asked for the calibre.

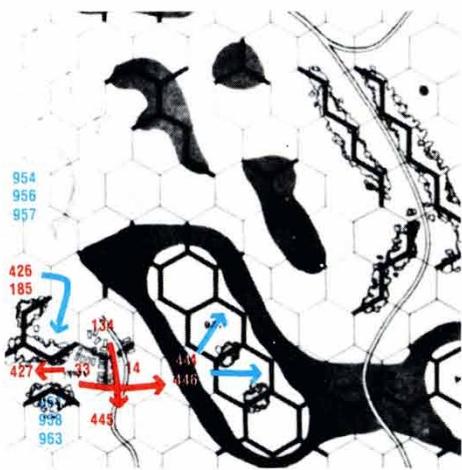


Figure 7 Russian Turn 2, South: Movement (shown in red) and intended movement (blue) of the southern group.

“I’m scattering my men by Adski.”—the Russian Player.

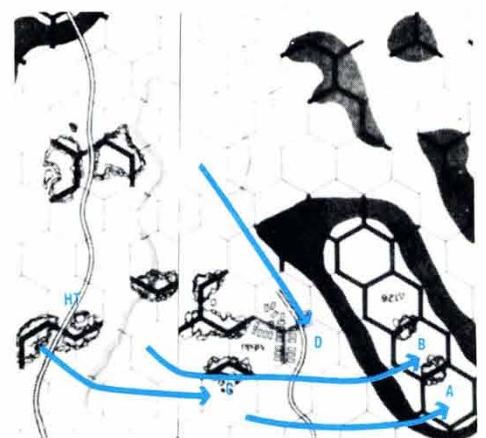


Figure 9 German Turn 3, South: Movement intentions of the Panther battalion.

"I have all his units out and there aren't many left. He must be leaving the center of the board open."—the German Player.

Figure 12 German Turn 4.



Recons are down there with them. They're all unloaded. All but those on the hill are in the open. So are their transports."

"Can you hold your position?"

"Of course."

"Good," Meister gloated. Now that was what he liked to hear. "Excellent! You will assume command of operations on the hill until I can get up there. Coordinate your fire with the Panthers on your flank. Except for Platoon 953. I need that one to eliminate these pesky Adski positions. Then we will join you on the hill. Then we will waltz with those T-34s."

A duel had already developed. During the rush on Hill 126 Meister had held three Panther platoons

in reserve on the field flank. One of these suffered the Panther battalion's second setback when it was dispersed by the 76.2mm guns in southwest Adski. Before the Russians could strike again . . .

"Platoon 961. PAKs in the village. Coordinate C9. Range one. Remember these are armored targets . . ."

On Hill 126 the Panthers in the lower orchard were depressing their gun barrels. ". . . three companies of Russian trucks. Coordinates C3 and C4. You can't miss these, Kameraden."

The Panthers on the slope had spotted more imposing targets. "Platoons 952 and 959. Guards in the lower orchard. Coordinate C6."

The air waves were alive with the chattering of

coordinates as commanders carefully divided up the available targets. Then it was Meister's turn. The dangerous 76.2mm AT company in southwest Adski had been knocked out. This left the Russians holding only three more positions in the village area—the channel approach to the west and the last two sections of the village itself, southeast and north.

Panther Platoon 953 was traversing turrets toward the southeast positions. These had been revealed by muzzle flashes of the troublesome 45mmms. Meister himself directed fire on the recon company holding the northern edge of the village. Then he ordered the commander of grenadiers to clear Ivan's trucks out of his path.

The grenadier protested. His company was still in group reserve. Meister hadn't cleared an assault command with Colonel Schrimmer. When Meister threatened the commander with insubordination, the officer compromised. He gave Meister two of his three halftrack platoons. But the grenadiers were not to unload.

Colonel Schrimmer was following the progress of the battle from the SPA positions on Hill 132. His radio operator advised him that the General was pressing Bednost for a situation report. Schrimmer replied that the attack was going as expected. The strain in his face betrayed him, however. He continued to monitor the radio exchanges of the men in Meister's battalion.

The Panther commanders on Hill 126 spoke of easy victories. Three companies of enemy trucks kaput. The Guards sharing the hilltop, however, would not break; to Schrimmer, a counterattack appeared imminent.

In Adski, the southwest had been cleared early, but the attack against the southeast had been beaten back. The halftrack attack through the channel had also failed.

There had been no attack in the north. The reason crackled over Schrimmer's headset. An unidentified platoon commander was pointing out that Wespe and Hummel had a wide-open shot at the north sector of the village. He wanted SPA fire so his platoon would have movement enough to . . .

A voice broke in, "Nein! You don't need all that movement. And you don't need SPAs." Colonel Schrimmer had no trouble identifying that voice. Panther Leader Meister!

Adski was burning. Wooden shops and walks, straw roofs on clay huts, vertical stick fences . . . All were crackling. Kraznik's brick building was not on fire, but he could feel the heat as he huddled in a corner on the roof waiting for the shelling to stop.

When it finally did he peeked over the retaining wall and peered vacantly through the smoke and ash. He saw the smashed position of the 76.2mm AT guns and knew he had lost southwest Adski.

But the little recon holding his own north corner had survived. So had the puny 45mm AT guns in the southeast corner. And, ah ah, even the trucks in the channel were still intact.

What about the hill? When Kraznik looked he could not believe his eyes. Fritz was withdrawing?

But it was true. The Panthers on the slope were tracking back the way they'd come. The Panthers on the swamp flank of the village were backing out too. Even those hidden in the alders were pulling out. Fritz was running.

Kraznik couldn't help it. He stood up on the roof and shouted, "It's like he's just giving up!"

THE BEND IN THE CORRIDOR

Colonel Schrimmer had relieved Major Meister of his command. The repeated failure of his forces to defeat trucks and 45mm anti-tank guns could have



Figure 17 The Aftermath. Disposition of units following the Russian surrender, Turn 7.

Major Chomlokov watched the flaming T-34s from the beech trees covering his N4 command post. The words he had muttered to himself were overheard by a Guards NCO who had survived a recent SPA shelling, a tactic the Germans were finally using with good effect in the north.

"Why are you troubled, Comrade Major?"

Chomlokov stared at him. Couldn't he see?

No, of course not. He was too young. "Those are our last tanks," Chomlokov explained. "Uschaks have fallen . . ."

"What about Adski?"

"Adski hardly matters. The Germans are ramming a corridor through in the north. Kraznik is immobilized. I haven't heard from him for some time."

The appearance of German SG IIIIs sent the men diving into the mud. Chomlokov watched them thread their way around Chetvek's burning tanks and pull up on the road at the entrance to the large woods.

"I'm completely demoralized," Chomlokov said absently. "Each unit is fending for itself. There is no concerted effort here."

Before the startled NCO could object, a full company of Russian halftracks growled onto Hill 135 and pressed into the beech trees. "We're the unit that was at J3," the halftrack CO shouted. "We've come to rescue the major before it's too late!"

SEVEN

The sounds of the men around Chomlokov fell off. Breathing stopped, heads canted and eyes shifted. Listening. Waiting.

"Panthers!"

These rolled over the flat neck of the hill.

"SG IIIIs!" New ones—from around the hill to an east slope stop.

"Halftracks!" on the road. Loaded with grenadiers.

Chomlokov finally reacted. "Into the trees! Everyone!"

And although the halftracks were able to retreat deeper into the woods, a solid green wall of trees prevented them from poking through to safety. There was no escape.

"Yes there is!" The Guards NCO had stayed behind to watch the German disposition. "Those halftracks had to go around the wrecked T-34s," he cried. "They didn't have enough movement left to complete the encirclement. The hole is through Coordinate O5."

Chomlokov surveyed his exhausted, dirty men. Hope for them flickered. He raised binoculars and scanned the north half of Map 1. Panzer IVs had occupied Hill 127. German mortar crews were unloading on Hills 123 and 130.

Were they so brash as to unload on clear terrain?

Chomlokov faced the men. "The enemy's got guys on hilltops to see everything and guys in woods to spot. He's got a line in the middle to keep me out of the north." The major shook his head. "These vehicles are useless to you now," he said. "Any who wish to slip through on foot may do so. But go quickly. I must surrender before the Germans spot this position and kill us all."

While Chomlokov ordered the fashioning of white flags, the Guards NCO gathered a contingent of half-track and headquarters personnel, and some of the mortarmen who had been riding in the halftracks. "Into Rumania!" he yelled.

Then they ran.

EIGHT

News of the Russian surrender found Colonel Schrimmer at the north end of Hill 132. He took this calmly, but when the radio operator told him that SG III 821 had entered Opustoschenia he became impatient. He raised his binoculars to watch the east. He told the operator to advise him as reports streamed in.

Ivan's 120mm mortars had been hiding in the central woods on Map 1. The last German out of Adski reported the village still in the hands of a single recon company. The others had been X'd. Russians on Hill 126 had learned of the surrender. They were giving up . . .

The colonel was still looking eastward. SG III 821 had not yet transmitted a sighting report from Opustoschenia. Where the First Panzer Army?

"The General is waiting for you in Bednost," Schrimmer's radio operator advised him.

The General! Schrimmer had forgotten about him. He told his driver to take them to Bednost at speed.

"A dispersed company of Ivan's Guards still obstructs the main road on Map 1." Schrimmer was annoyed. "Advise them of the surrender," he said. In no manner would he permit interference beyond this turn—least of all along *Bolschaya Doroya 61*.

"And switch off that radio," Schrimmer said, "I must think."

Schrimmer had much to think about: tampering with Army Group strategy; manipulating Army officers; making himself unavailable to higher command . . .

But the most serious of these, he knew, was the division of his force. It had contributed directly to the bungle in the south. For despite the local fire-

power superiority achieved by Meister's Panthers, Ivan had beaten him there. And as negligent as Meister had been regarding the SPAs, separating Meister's battalion from Wedl's had been Schrimmer's idea.

What would the General say to that?

The General didn't say anything. Before Schrimmer could even get out of his halftrack, the old man with the hard eyes left his entourage and extended his arm in salute. When the General held this posture an uneasy silence fell over the group. As SS officer grasped the significance of the act and began to clap. Other SS officers joined in. The Army officers coughed and exchanged lidded glances. One of them rolled his eyes.

The scene ended as abruptly as it began. Without a word the General about-faced and returned to his staff.

He left Schrimmer confused. Hadn't the General received his message?

An aide handed the General a piece of paper. In spite of himself, Schrimmer held his breath. The General asked, "What does the colonel say to one of his StG units meeting white tanks in Opustoschenia?"

Schrimmer exhaled. The SS officers cheered. Even the Army officers applauded now. Those white tanks belonged to First Panzer Army.

The General pointed to the church. "We found one of your drivers when we moved up." The General looked at Schrimmer curiously. "He was calling for his father?"

As soon as Schrimmer saw the respirator he knew it was Sigfried. A corpsman was covering him with a blanket. When he saw the colonel he saluted and shook his head. "He was found near his motorcycle," the corpsman explained. "A Russian mortar." One of the 120s Wedl had reported sailing over the horizon earlier.

"The General said this boy called for his father," Schrimmer said.

The corpsman nodded and excused himself.

Schrimmer pulled back the blanket to . . . NO!

Recognition dug at him and bent his face. Then it eased. No, it wasn't his boy. But it left Schrimmer breathless. It left him looking away from the glassy green eyes. It left him knowing why this boy reminded him of his own.

Beyond, he saw other wounded. Corpsmen worked over them. Some Ukrainian women were even helping. Schrimmer reached into Sigfried's tunic. As he expected, he found the leather courier pouch. He removed it with a trembling hand. His message, his plan, had never reached the General.

An aide was calling. "The division has been ordered to Tarnopol, Colonel."

Schrimmer covered Sigfried. Where was Tarnopol? Suddenly, he wasn't sure. But he did realize that something here—something in Bednost—had shaken his outlook. He would start for Tarnopol because, well, because it was his duty. But now the SS colonel wondered . . .

He hid the pouch in his coat and got away from the church full of death. He wondered if he could finish. He glanced at the sky.

It looked like rain.

"The 9th SS Panzer Division, as almost always the case with new SS division, was a splendidly outfitted aggregation of raw troops and inexperienced officers. On the morning of the 14th (Field Marshall) Model took the tanks away from the SS division's staff and put them under an Army officer."—Earl F. Ziemke in *Stalingrad to Berlin: The German Defeat in the East*, page 288.

EXPLANATORY NOTES

1. He couldn't sight Germans from IN4—not any approaching from the west, that is. Steve told me to locate his headquarters in IN5. I misunderstood and placed a command post counter in IN4. Since the CP served no more than an honorary function, we didn't discover the misunderstanding until the end of the game.

2. Brad intended that Gw 710 occupy woods hex 214. He assumed units can move from a gully hex to a road-gully hex and continue along the road without paying movement points for leaving the gully. So his mail-move read, "2T1, I2, J2, K4, K5, J4, 14." Noting that a move from J2 to K4 was not possible, I ended Gw 710's move on J4.

Only in writing the narrative did I discover that I had ruled under the same assumption regarding gully to road-gully movement. Units must pay for leaving the gully, of course. Gw 710's move should have ended on K4.

3. Prior to play I informed Steve that indirect fire would be allowed. I do not recall if I further advised him that we would use the PANZERBLITZ "Experimental" version. In any case, Steve placed Recon 135 on 1Q7 in the belief that it could act with the same fire-direction capability as a Guards unit utilizing the experimental rule. When the opportunity arose for it to do so against German unit Gw 710, I rationalized Steve's intention and allowed the attack to take place.

When informed that Gw 710 was under mortar attack from positions that Brad could not see, Brad, who lived in California at that time, wrote:

"Which of Steve's innumerable command posts was spotting for his mortar to fire indirect? I was of the opinion that indirect fire was impossible in this situation."

Brad was of that opinion because he had taken the Situation 11 card at its word, and because I had neglected to discuss Indirect Fire in the explanations I had sent him about this variation. I resolved the problem by giving Brad the option of keeping or discarding Indirect Fire. Brad declined it for himself, but granted it to Steve. Steve chose the PANZER LEADER version, and the PANZERBLITZ Experimental IF for spotting purposes.

Since Steve had intended to occupy 1Q7 with a unit that could perform as a CP, I allowed him to make an instant exchange that sent a Guards unit to 1Q7 and Recon 135 to the Guards' position.

For narrative purposes I considered Gw 710 to have been fired upon with no effect.

I'd like to add one last, non-specific note to this effort. I have enjoyed Avalon Hill wargames since 1958 when, as a youth of twelve, I parted company with an entire five dollar bill for a box with a tank on it. As I noted in the preface, "Bend" is a work of fiction—as any game is. Based on the play of a variation of PANZERBLITZ Situation 11, the story includes some history and game design and imagination. But mainly, and most strongly, it is derived from the players themselves, their plans and assumptions, movement and fire orders, combat results and—most importantly—their reactions to all this.

After collecting the above information, I assigned it to the counters. Thus, the counters themselves took on identities of their own. They move and fire, but are pushed around by commanders (players) who ram over rule restrictions, suffer interruptions from children and help the enemy win the war by ineptness.

These mythical commanders consistently voice the opinions of the players, of course. For instance, at one point the CO of the Russian reserve demands to know what has happened to two T-34/85 companies taken from him by the commander, Major Chomilokov (Steve Anderson). "Those tanks are dead", Chomilokov replies. This is a direct quote of a comment made by Steve at that point in the game.

I think it illustrates something of the nature of wargamers. And for that, if nothing else, this dramatic interpretation has served a useful role.

AREA TOP 50 LIST

Rank	Name	Times On List	Rating	Previous Rank
1.	K. Combs	46	2542XOV	1
2.	B. Dobson	21	2368RJR	2
3.	D. Burdick	45	2188GGN	3
4.	B. Sinigaglio	31	2150GHT	4
5.	P. Siragusa	40	2150EHK	5
6.	E. Mineman	16	2097DFF	6
7.	F. Preissle	43	2089LNX	7
8.	D. Garbutt	44	2072GIN	8
9.	J. Beard	35	2068HIQ	9
10.	J. Kruez	40	2063GGL	10
11.	H. Newby	11	2058OIJ	13
12.	P. Gartman	11	2052HGJ	11
13.	P. Landry	20	2032HHM	12
14.	D. Barker	11	2014GHN	14
15.	D. Munsell	41	2002NHM	15
16.	S. Sutton	13	1997EHM	16
17.	M. Sincavage	35	1993EEJ	17
18.	W. Scott	43	1989LJU	18
19.	B. Remsburg	29	1964GIP	19
20.	F. Freeman	20	1964EFG	20
21.	J. Cormier	5	1957CEF	21
22.	F. Reese	26	1952HDH	22
23.	P. Flory	22	1942DGK	23
24.	G. Charbonneau	9	1937HGJ	24
25.	R. Beyma	21	1910DDF	25
26.	R. Leach	47	1906ILS	26
27.	L. Kelly	39	1889WWZ	27
28.	M. Simonitch	16	1874DEH	28
29.	B. Schoose	11	1871GIM	29
30.	M. Rogers	6	1855CEH	30
31.	C. Wannall	22	1852HLP	31
32.	N. Cromartie	31	1838GHO	32
33.	R. Berger	7	1833CDE	34
34.	T. Oleson	55	1830XZZ	33
35.	J. Sunde	21	1830KK	35
36.	B. Downing	35	1830FHL	36
37.	P. DeVolpi	12	1828DED	37
38.	E. O'Connor	4	1824EFL	50
39.	D. Greenwood	46	1821GFJ	38
40.	B. Salvatore	13	1816GKO	39
41.	R. Shurdut	12	1815DEJ	40
42.	F. Ornstein	29	1813GHM	41
43.	W. Ownbey	15	1812CEI	42
44.	J. Anderson	3	1809DDF	43
45.	J. Martin	4	1807DFI	44
46.	R. Phelps	27	1806HQ	45
47.	B. Sutton	14	1806DFE	46
48.	D. Kopp	5	1801GIN	47
49.	P. Ford	11	1797GCP	48
50.	M. Miller	32	1795GHO	49

MEET THE 50 . . .

Mr. Edward O'Connor is 33, married and father of two, holds an MS in Engineering and works as a civil engineer in New Milford, New Jersey.

Favorite Game: VICTORY IN THE PACIFIC

AREA Rated Games: TRC, VITP, 3R

AREA W-L Record: 16-3-4 % Time PBM: 40%

Gaming Time/Week: 10 hrs. **Play Preference:** FTF

Hobbies: Model Railroading, Model Ship Construction

Pet Peeve: Ambiguous Rules.

Mr. O'Connor shares a few words,

"My preference is for strategic level games, which I believe come the closest to modelling history for the person interested in a period. These give one an overview of the action, and help explain some of the trends and reasons for events. For educational purposes, there is none better. And, I find them infinitely more enjoyable than tactical games, where the action is perhaps too mundane. With strategic games you really have the feel that you're making historic decisions that will affect the future of the world. I am also very pleased with the present trend toward simpler, shorter and more playable games on all levels. It gives us the chance to experience so much more."

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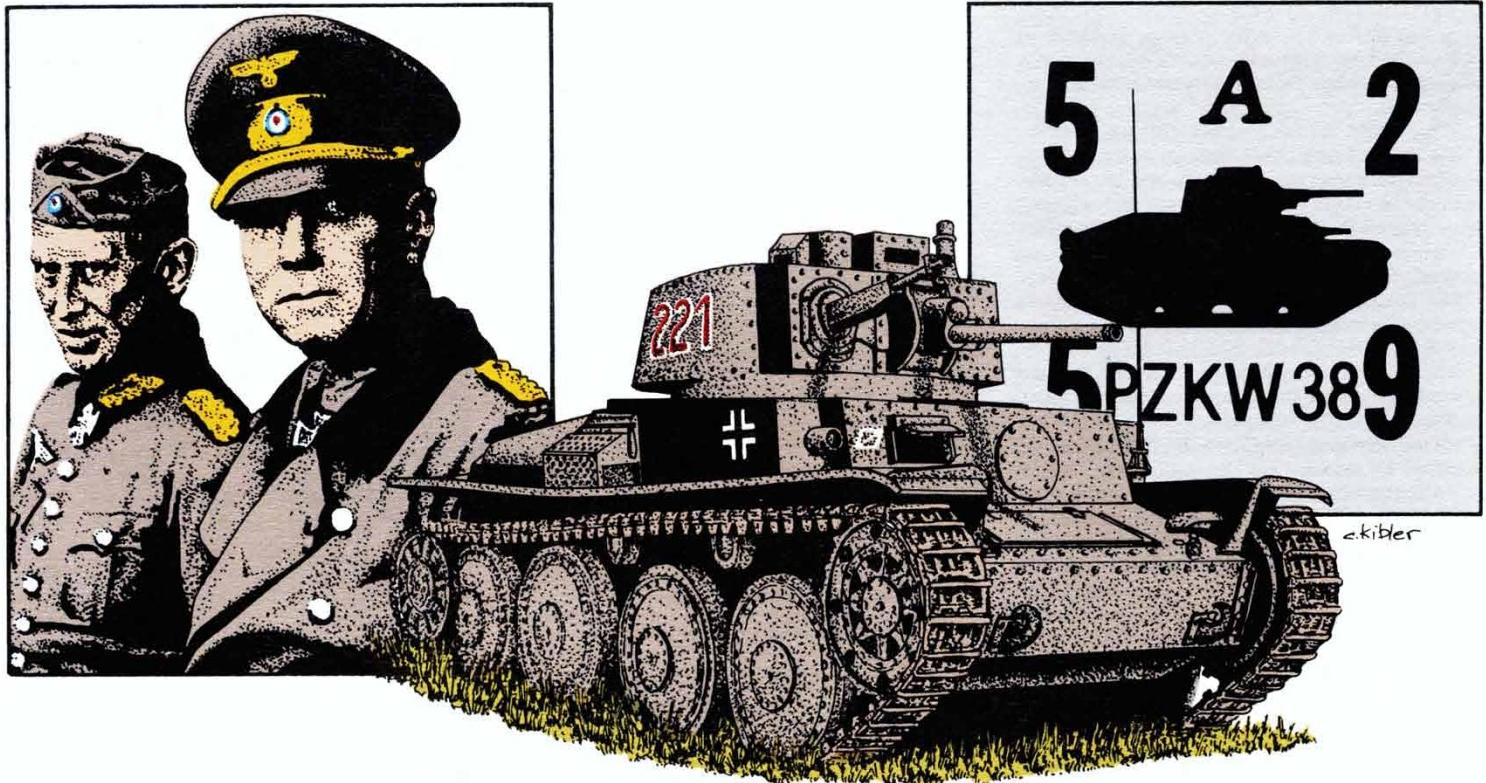
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THE PATHS OF ROMMEL

New Scenarios for PANZER LEADER 1940

By Daniel Helmbrecht

One of the most decisive campaigns of World War II was the 1940 German invasion of France. No game better recreates the highly mobile actions than Ramiro Cruz's *PANZER LEADER 1940* variant (Vol. 15, No. 2). Cruz introduced new counters characteristic of the 1940 armies and ten new situations. The purpose of this article is to bring players some new scenarios by looking at the battle for France through the eyes of one extraordinary general—Erwin Rommel.

When Nazi Germany began to rearm, many German generals had come to recognize the versatility of massed armor formations. Although France also had armored divisions, many of them were dispersed among the infantry. The Germans meanwhile had organized the panzer divisions into corps. With this tremendous offensive power, they were able to pierce even the strongest lines of defense. After the lightning Polish victory, the German High Command realized that the tank arm was not just important to success, it was vital.

During the winter of the "Phony War" which followed, the German High Command converted four infantry divisions into "light" panzer divisions, equipping them with captured Czech and Polish tanks along with a stiffening of small German ones. One of these, the 7th, had one panzer regiment and three tank battalions and a reconnaissance battalion (a total of 218 AFVs, over half being captured Czech equipment). The division also included two motorized rifle regiments, an engineer battalion, and four artillery battalions. Command was offered to the young Erwin Rommel.

Most people associate Rommel with the dramatic armor campaigns fought in the deserts of North Africa. Wargamers often overlook the significant part he took in the invasion of France. Rommel was

a divisional commander at the time, directing the newly-created 7th Panzer Division (having taken command of it at Godesburg on 15th February). Rommel's division was part of the Rundstedt Army Group that attacked through the Ardennes on May 10, 1940.

Although the Allied armies possessed 20 more divisions and over 1400 more tanks than the Germans, they were defeated in one of the most rapid campaigns of history. The key to the German offensive lay in using their limited armored forces as spearheads for their regular army. These armored spearheads massed on a small front, penetrating deep into the Allied rear, totally disrupted the organization of the Allied armies.

These six new scenarios portray Rommel's encounters with the Allied forces in the exciting battle for France.

NOTES:

Situation 42: Rommel encountered relatively little resistance until he reached the Meuse late on May 12th. After getting only an infantry company across, the Germans discovered the French had destroyed the bridges at Dinant and Leffe, behind them. Rommel personally directed a boat crossing which got more infantry across into the bridgehead. A pontoon bridge was constructed and the tanks were able to cross. Rommel's crossing was one of three German river assaults under Rundstedt. Reinhardt's panzer corps crossed at Montheim but was unable to get tanks across until the 15th. Guderian's panzers crossed at Sedan and captured two bridges, but were hampered by heavy Allied air attacks. Thus, Rommel had gained the only secure crossing and began to drive west from the Meuse.

Situation 43: Under increasing German pressure, the French 9th Army commander, Corap, decided to withdraw his forces from the Meuse to a more westerly line. Corap sent two divisions, the French 1st Armored and the 4th North African to slow Rommel's pursuit, but the 7th Panzer struck them before any spoiling attack could be organized.

Situation 44: Rommel continued westward steadily until coming to Clairfayts. Here he encountered a strongly fortified line that was a weak extension of the massive Maginot Line. After close fighting, the 7th Panzer Division was able to break through and pushed west all that night. The next morning Rommel had covered over 50 miles since the previous morning in the daring night drive. Rommel's first wager in the game of armored warfare had paid off with 10000 prisoners and over 100 captured tanks for the loss of only 100 men.

Situation 45: Rommel concluded his initial drive with the capture of Cambrai. On the 20th of May, Guderian's Panzers cut off the Allied armies in Belgium, precipitating an Allied attack on Rommel's advance at Arras. Allied commanders planned a large-scale counterattack to isolate Guderian's force, but all that materialized was a small strike on Rommel's division as he headed towards Arras. The attack hit the 7th hard, inflicting over 1000 casualties. This battle is covered in Cruz's Situation 27.

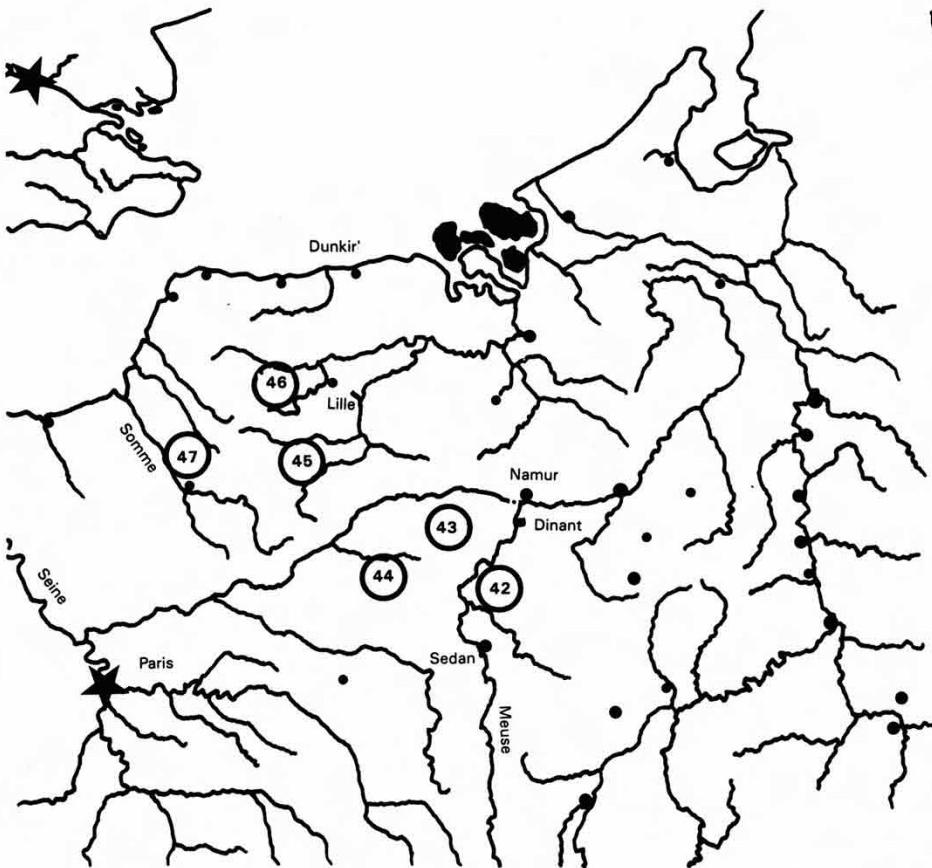
Situation 46: Rommel's division was next ordered to seal off the western roads leading from Lille, in which the French 1st Army was trapped. Rommel's lead reconnaissance and infantry elements were attacked as they settled into defensive positions by

desperate French units attempting to break out. They managed to contain the French until the main elements of the division arrived. On May 31, the French forces in Lille surrendered.

Situation 47: After Arras and Lille, the 7th Panzer advanced unopposed towards the Somme River. Before reaching it, Rommel came to the La Basse Canal which was defended by a mixed British battalion. The French had sunk barges in the canal and blocked the bridge to prevent an easy crossing like that at the Meuse, but left almost no Allied forces to defend the sector. With considerable difficulty, a pontoon bridge was erected and the attack opened. After some close fighting, the British were overwhelmed and forced back. After organizing the bridgehead at Cruinchy, Rommel departed with the main forces only to be driven to send some back to stop an Allied counterattack (Cruz's Situation 29).

After crossing the canal, and later the Somme, Rommel's division finally reached the coast, and the end of a victorious campaign. Cruz's *PANZER LEADER 1940* variant provides the *PL* enthusiast a whole new set of counters and situations to expand the basic game. All are used for these Rommel scenarios. The only new rules that missed the Cruz article are that French tank units count two for stacking and the 37L can only transport infantry. *PANZER LEADER* is and always will be a highly playable game capable of infinite additional situations. These are but a few; we think them enjoyable and challenging.

Strategic Map of Rommel's Operations



SITUATION NO. 42 DINANT: MEUSE RIVER ASSAULT

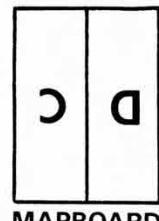
AVAILABLE FORCES

ALLIED

4 A 2	0 C 0	0 C 0	0 C 0	1 I	2 H 2	
6 H35 6	2 37 L 8	1 TRUCK 2208 14	1 WAGON 3	5 RIFLE 1	25 mm x3	37 mm 1
x6	x2	x6	x6	x18		
3 M 12	20(H) 32	1 I 1				
3 81 mm 1	2 75 mm 0	6 1112 1				
x3	x3	x2				

GERMAN

5 A 2	5 H 8	6 A 2	2 A 2	2 H 4	
5 PZKW III 9	5 PZKW IV 8	6 PZKW III 8	5 PZKW II 10	2 231-6 8	
x6	x3	x3	x3		
2 C(I) 2	20 A 20	4 H 10	40(H) 32	3 I 2	
4 HALFTRACK 2403 10	1 88 mm 0	1 20 mm 0	2 105 mm 0	10 1122 1	
x3	0231	x2	0441	x9	



SET-UP

ALLIED: Set up first, anywhere in woods or town hexes.

GERMAN: Enter West edge of either board, Turn 1.

SPECIAL RULES

None.

TURN RECORD TRACK

GERMANS move first

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
---	---	---	---	---	---	---	---	---	----	----	----	----	----	----

VICTORY CONDITIONS

Victory conditions are dependent on German control of the towns.

German controls four towns: Marginal German victory.

German controls five towns: Tactical German victory.

German controls all six towns: Decisive German victory.

Allied player wins by avoiding the German victory conditions (i.e., if German controls three or fewer towns).

SITUATION NO. 43

PHILIPPENVILLE: ROMMEL ATTACKS

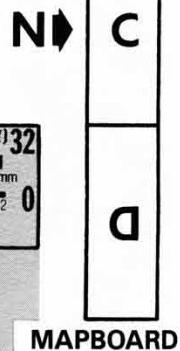
AVAILABLE FORCES

ALLIED

3 A 2	1 I 2	3 M 12	0 C 0	0 C 0	5 A 2	20(H)32
4 AMR 10	5 RIFLE 1	3 81 mm 0522 x2	2 37 L 8	1 TRUCK 2201 14	7 H39 7	2 75 mm x2
4 A 2	0 C 0	1 I 1				
3 25 mm x3	1 WAGON 3	6 1111 1				

GERMAN

STUKA x4	5 A 2	5 H 8	6 A 2	2 A 2	40(H)32
5 PZKW 38 9 x6	5 PZKW IV 8	6 PZKW III 8 x3	5 PZKW II 10	2 105 mm 0442 0	
2 I 2	2 H 4	3 I 2	2 C(I) 2		
8 RIFLE 1	2 231-6 8	10 1123 1	4 2404 10 x2		



MAPBOARD

SET-UP

ALLIED: Enter East edge of Board D, Turn 1

GERMAN: Enter West edge of Board C, Turn 1

SPECIAL RULES

The Stuka armament is: Machine Guns 1(I), Bombs 20(H). All rules for fighter-bombers apply to the Stuka.

TURN RECORD TRACK

ALLIES move first

**SITUATION NO. 44**

CLAIRFAYTS: THE MAGINOT LINE

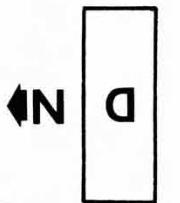
AVAILABLE FORCES

ALLIED

1 I 2	1 I 1	0 C 0	X	MINES 2-1 x2	40(H)32
5 RIFLE 1	6 1113 1	1 WAGON 3 x6	x3	x2	2 75 mm x2
4 A 2	5 H 6	2 H 2	3 M 12		
3 25 mm x3	1 20 mm 04	4 37 mm 1	3 81 mm 0522 x3		

GERMAN

5 A 2	5 H 8	6 A 2	2 H 4	2 C(I) 2
5 PZKW 38 9 x6	5 PZKW IV 8 x3	6 PZKW III 8 x3	2 231-6 8	4 2401 10 x2
0 C 0	40(H)32	20 A 20	4 H 10	2 I 2
1 2201 12	2 105 mm 0441 0	1 88 mm 0233 0	1 20 mm 0313 x2	3 I 2



MAPBOARD

SET-UP

ALLIED: Set up first, anywhere east of major stream, in woods or town hexes.

GERMAN: Enter West edge of Board D, Turn 1.

SPECIAL RULES

Fortifications have a strength of 10. All Mines attack at 1-1 odds.

VICTORY CONDITIONS

Victory conditions are determined by German exit of combat units off the East edge of the mapboard.

German exits ten combat units: Marginal German Victory.

German exits 15 combat units: Tactical German Victory.

German exists 20 combat units: Decisive German Victory.

Allied player wins by avoiding the German victory conditions (i.e., if German fails to exit at least ten combat units).

TURN RECORD TRACK

GERMANS move first



SITUATION NO. 45

POMMERVILLE: ATTACK ON COMBRAI

AVAILABLE FORCES

ALLIED

1 I 2	1 I 1	4 A 2	0 C 0	3 M 12	0 C 0	20(H) 32
5 RIFLE 1 x12	6 H35 1 x114	6 H35 6 x6	1 WAGON 3 x6	3 81mm 0523 x2	2 37 L 8 x4	2 75mm 0 x2
3 A 2 x2	5 H 10 x3	0 C 0 x2	1 TRUCK 2202 14 x2			
4 FT 17 2 x2	1 25mm 0 x3					

SET-UP

ALLIED: Set up first, anywhere on Board A and/or Board C.

GERMAN: Set up second, anywhere on Board D.

SPECIAL RULES

None.

GERMAN

5 A 2	5 H 8	6 A 2	2 A 2
5 PZKWW 38 9 x6	5 PZKWW IV 8 x3	6 PZKWW III 8 x3	5 PZKWW II 10 x3
2 H 4	2 C(L) 2	0 C 0	2 I 2
2 231-6 8 x3	4 2405 10 x3	1 TRUCK 2202 12 x6	8 RIFLE 1 x9
4 H 10	3 M 12		
1 20mm 0 0312 x2	3 81mm 0 0521 x1		



MAPBOARD

VICTORY CONDITIONS

The German player wins by controlling Grancelles at the end of the scenario.

The Allied player wins by controlling six or more hexes of Grancelles at the end of the scenario.

Any other result is a draw.

TURN RECORD TRACK

GERMANS move first

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
---	---	---	---	---	---	---	---	---	----	----	----	----	----	----

SITUATION NO. 46

LILLE: ROMMEL ATTACKED

AVAILABLE FORCES

ALLIED

5 A 2	6 A 3	3 A 2	0 C 0	0 C 0	0 C 0	20(H) 32
7 H39 7 x6	8 S35 8 x3	4 AMR 10 x2	1 TRUCK 2202 14 x6	2 37 L 8 x4	1 WAGON 3 x6	2 75mm 0 x3
3 M 12 1 x2	6 A 3 0 x5	1 I 2 x18	5 H 10 0 x3	1 I 1 x2		

SET-UP

GERMAN: Set up first, anywhere on Board C and/or Board D.

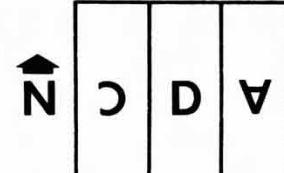
ALLIED: Set up second, anywhere on Board A.

SPECIAL RULES

None.

GERMAN

5 A 2	2 A 2	2 I 2	2 H 4
5 PZKWW 38 9 x3	5 PZKWW IV 10 x2	2 221 8 x2	2 231-6 8 x2
2 C(L) 2	5 A 2 37mm 0 x3	20(H) 28 75mm 0 0422 x2	2 I 2 x9
4 2406 10 x3	3 0 2 0 x2	8 RIFLE 1 x9	



MAPBOARD

VICTORY CONDITIONS

Victory conditions are determined by Allied exit of combat units off the West edge of the mapboard.

Allies exit 15 combat units: Marginal Allied Victory.

Allies exit 20 combat units: Tactical Allied Victory.

Allies exit 25 combat units: Decisive Allied Victory.

German player wins by avoiding the Allied victory conditions (i.e., if Allies fail to exit at least 15 combat units).

TURN RECORD TRACK

ALLIES move first

1	2	3	4	5	6	7	8	9	10
---	---	---	---	---	---	---	---	---	----

SITUATION NO. 47**CRUINCHY: BRIDGEHEAD ON THE SOMME****AVAILABLE FORCES****ALLIED**

6 A 3 3 2 pdr 0	6 A 3 6 A10 5 4 x3	2 I 2 MG 1401 1 1	0 C 0 TRUCK 2204 14 x4	12 A 10 2 76mm 0 0220 x2	1 I 2 RIFLE 1 5 x4	1 I 1 6 1116 1
X						

GERMAN

5 A 2 5 PZKW38 9 x5	3 M 12 81mm 0 0522 1	2 I 2 8 RIFLE x5	2 I 2 2 221 8 x2	2 C(I) 2 4 2407 10 x3
20 A 20 1 0234 0	4 H 10 1 0311 0	3 I 2 10 1122 1	2 H 4 2 231-6 8 1 TRUCK 2203 12 x2	0 C 0

VICTORY CONDITIONS

The German player wins by controlling Artain at the end of the scenario.
The Allied player wins by avoiding German victory conditions.

SET-UP

ALLIED: Set up first, anywhere south of the major stream.

GERMAN: Set up second, anywhere north of the major stream but at least three hexes from nearest enemy unit.

SPECIAL RULES

Allied block must be placed on the bridge hex.

Place a blank counter in hex Y2. This represents a pontoon bridge; only one unit per turn may cross it.

TURN RECORD TRACK

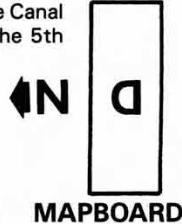
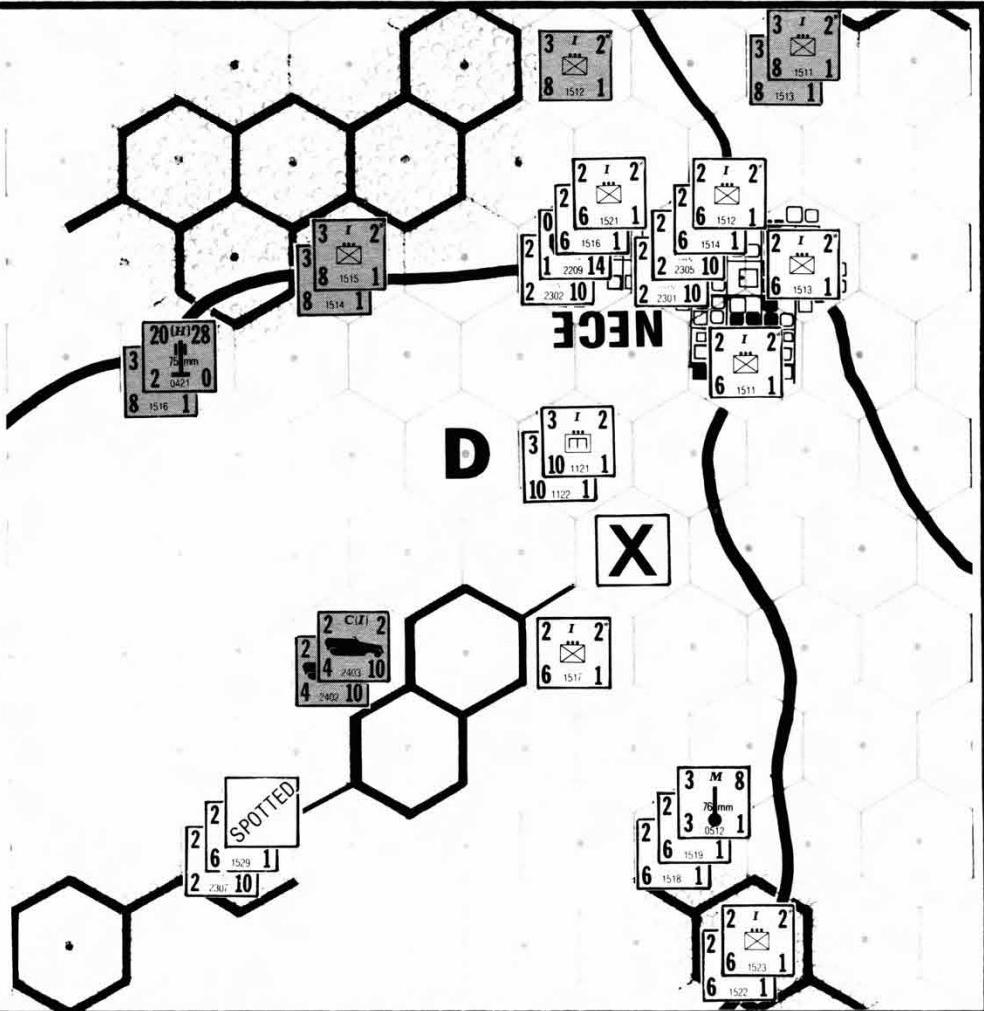
GERMANS move first

**CONTEST #127**

It is the last turn in a game of *PANZER LEADER*. Only the final response of the Germans (you) remains in this playing of Situation No. 6. It has been a tough game, but the Allies have finally reached Nece. Yet they have lost eight units doing so. The situation following their move is shown below. The question is simply, should you concede or play the last turn. With the best luck possible, is it possible for the Germans to win?

To enter Contest #127, simply indicate if it is possible for the German player to win this playing of Situation No. 6. The situation is illustrated below; only the units shown are to be considered for the purposes of this contest. No optional rules are in play. All potential die rolls may be considered to be whatever the entrant wishes. If the entrant indicates that it is not possible for the German player to win, no further information need be entered. If the entrant indicates that it is possible for the German player to win, he must also indicate any moves, attacks (with target) and die rolls for each German unit.

The answer to this contest must be entered on the official entry form (or a facsimile) found on the insert of this issue. Ten winning entries will receive merchandise credits from The Avalon Hill Game Company. To be valid, an entry must be received prior to the mailing of the next issue and include a numerical rating for the issue as a whole and a listing of the three best articles. The solution to Contest 127 will appear in Vol. 22, No. 4 and the list of the winners in Vol. 22, No. 5 of The *GENERAL*.



PANZER LEADER SITUATION X

DYO for Armor Buffs

By Rex E. Jones

Raising his binoculars to his eyes, the regimental commander scanned the plowed fields that stretched out before him. Patches of woods dotted the area. Off in the distance he could see the outlines of the hovels that formed the village which was his objective. His eyes strained. What was in those woods? Should he charge this key crossroads town or would he find it full of hidden anti-tank guns waiting to cut him down in the open and leave his tanks burning hulks?

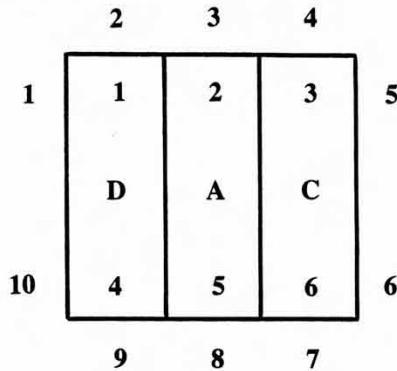
An army group commander may have a general idea of the forces he faces. However, on a local level, forces can be shifted rapidly. The enemy that was only delaying yesterday, may be holding to the death today due to reinforcements. Worse, he might even be launching a local counterattack. What to do? Be bold and hit or be cautious and feel them out? All the while precious time is passing. Orders are to move fast.

PANZERBLITZ Situation X (Vol. 15, No. 4 of *The GENERAL*) helped capture that uncertainty. No longer is tactical combat a matter of knowing exactly what your opponent has and what his goals are. NO LONGER CAN you figure out with chess-like certainty what you must do to stop him. Now you are not sure. I have attempted to capture that same excitement with the *PANZER LEADER* units and board.

A. BOARD CONFIGURATION

The boards are arranged in a nearly square configuration in the following way. The numbers on the outside represent the ten boardedges involved. The numbers inside represent the "half-boards".

Board Configuration:



(Note on bridges: Only two bridge hexes in Granelles are playable. The bridges in hexes AV7 and AW8 are bridges. All others are disregarded.)

As with *PANZERBLITZ Situation X*, the game is based on six half-boards. Each player has a home half-board. One player determines his home half-board by a die roll (use the numbers shown above to determine which). The opponent's home half-board is the "opposite" one. For example, if one player has half-board #1 (containing Artain), the other will have #6 (Wiln). Also important are one's adjacent half boards—the two half-boards, one to the right and one to the left of the home half-board. Thus, Wiln's (#6) adjacent half-boards are #5 (Kuhn-Sambleu) and #3 (St. Athan).

B. PLAYING ORDER

Next the players decide who plays the Germans and who plays the Allies in any mutually agreeable

manner. The player who does *not* have Granelles as his home or adjacent half-board always moves first. The player who moves first may only enter his home and adjacent half-boards on the first turn.

C. SCENARIO SELECTION

Each player draws three scenarios randomly from the twenty-one offered. Each must then choose which one of the three he desires to play. (Alternatively, you could only draw one scenario and those are your orders.) Results should be kept secret until the conclusion of the scenario. Victory conditions for your forces are those stated for the selected mission. Note that, unlike the standard game, there are actually *two* scenarios and two sets of victory conditions.

D. UNIT PURCHASE

Using the point values published in *The GENERAL* ("Abstract PANZER LEADER" in Vol. 14, No. 6; these are provided again at the conclusion of this piece), each player secretly purchases the units he desires up to the point value allowed in his scenario. Up to 200 points may be placed on board. He must also specify which turn surplus units will enter on as reinforcements using the Entry Chart.

As the game includes many quality German tanks, allow the Allies to purchase up to nine M4/76s (using other designated counters for the extra six). Otherwise, the amount of units in the game are limits.

E. SET UP

Next comes the set-up. The 200 points worth of first turn units may start on any hex in one's home half-board. You may set up on row Q (unless you have the middle half-boards as home boards; in that case, only the player claiming the #5 half-board as home may set up in Kuhn.)

F. REINFORCEMENTS

Reinforcements may enter from any external edge of their home half-board on the assigned turn. Initial placement or first turn entry is limited to 200 points worth of units. Following that, reinforcements are limited to a maximum of 300 points every odd-numbered turn. The Entry Chart below summarizes the individual turn limits and totals.

Any player may delay their units' entry if they desire. For every turn of delay of entry, reinforcing units may shift their entry one half-board edge in either direction. The *maximum* is three board edges regardless of the turns of delay. Thus, a player with Artain as his home-board may enter board edges numbered one or two on the turn of reinforcement; or, with one turn delay, enter at either ten or three; or, with two turns delay, edge nine or four. Keep a written record. Once shifted, it will cost more turns to shift back if a player changes his mind.

ENTRY CHART

(maximum possible to enter on the specific turn)

Individual turn entry limits	Total possible to that point
Turn 1	200
Turn 3	300
Turn 5	300
Turn 7	300
Turn 9	300

G. HIDDEN UNITS

To cause maximum uncertainty, a key rule is instituted for Situation X.

First-turn units that are initially placed in woods or town (covered) hexes need not be revealed to the opponent. These units may move and remain hidden so long as they remain only in covered hexes. Written notation is kept. These are revealed only if the unit fires or if an opponent enters any hex *adjacent* to them. The units are revealed at the *end* of the opponent's movement phase. If an opponent moves through the hex at the end of his movement phase, his units are rearranged back to the last hex before they entered the occupied hex. (However, due to the cheapness of trucks and carts whether loaded or not, they are disregarded as far as the opponent's movement is concerned in this instance. Thus you could even have opposing units stacked on the same hex as trucks. Indirect Fire affects both. Direct Fire can be aimed at whoever the firer desires. Loaded trucks would have to move before they unload.) Once revealed, units may never become "hidden" again.

In addition, as an optional rule for units entering their home half-board after Turn 1: if on the turn a unit enters, it spends no more than 2-1/2 movement points in clear terrain before entering covered terrain, it may enter unseen; afterwards the same rules apply as to all hidden units. However, if any clear hex they enter is in the LOS of an opposing unit, they may not claim hidden status.

H. VICTORY CONDITIONS

How do you win? Why, by fulfilling your scenario victory conditions or your alternate victory conditions.

Most of these conditions are based on "controlling a half-board". A reasonable definition at controlling territory is needed. How do you control a half-board? For our purposes, each half-board has town hexes that are considered control points. They are:

- for half-board #1—the three hexes of Artain
- for half-board #2—the five hexes of Granelles on the Kuhn side of the river.
- for half-board #3—the four hexes of St. Athan
- for half-board #4—the two hexes of Merden and one of Einkel
- for half-board #5—the two hexes of Sambleu and one of Kuhn
- for half-board #6—the two hexes of Wiln

Each player automatically begins with control of his home board. To gain control of a neutral or enemy half-board, you must be the last to enter or occupy all the control hexes of that half-board.

To break control, you must occupy or be the last to enter a *majority* of the control hexes. This returns a board to *neutral* status. Proceeding to enter all the control hexes would win control, of course.

Each scenario has restrictions as to the earliest turn victory is possible. Note that for lower point value scenarios, this is lower. A weaker force may win before his larger opponent has a chance to win. Thus, players with the higher point value scenarios must first worry about stopping their opponents. Of course, you never are sure. If both players achieve victory on the same turn, the side with the lower point value scenario wins. Victory by original conditions takes precedence over alternate conditions.

A couple of specialized victory conditions need further explanation:

Bridges. If you have a scenario calling for blowing bridges, the bridges relevant to your victory conditions and only those, are considered as temporary tank bridges (FD = 32). They require two turns of engineer placement to destroy. They are considered armored targets for IF and DF purposes. You do not have to tell your opponent of your victory conditions until you utilize this rule. Remember Grancelles has the only two permanent bridges (AV7 and AW8).

Mines. Victory condition mines may only be emplaced after the game begins. These require three full turns to implement. These are not hidden.

Mines placed as part of initial placement are "hidden" in any hex and remain so until moved onto by enemy units. As with hidden units the opponent's unit is moved back after this phase. The first unit to enter the hex is placed on top of the mine and subject to minefield attack. All others are placed on the last hex they occupied before entering the hex and movement is ended there. (They have seen the first unit blowing up.) You may only purchase one such hidden minefield per scenario.

Since holding towns is often a key, when "A-class" weapons attack "soft" targets in towns at less than half range, they are NOT doubled. In mixed stacks, add the soft and armored DFs. The most prevalent one determines the nature of the stack. In a tie, the defender gets his choice.

It is possible for a player to win by alternate victory conditions, providing that his opponent has not fulfilled his own victory conditions. All are dependent on the enemy's strength. These include capturing half-boards or inhibiting the enemy from succeeding in his victory conditions as follows:

If you have 1400 points and if your opposition is valued at 1400 or 1200, you may win by controlling four half-boards for two complete turns after Turn 11. If your opposition has 1000 points, you need five half-boards; if your opponent has less than 1000 points, then all six half boards.

If you have 1200 points and if your opponent has 1400, you need to control three half-boards for two full turns after Turn 11 to claim alternate victory. If your opponent has 1200 or 1000, you must control four half-boards; if the opposition is less than 1000, all six half-boards.

If you have 600-800 points and if your opponent has 1000 or more points, you must prevent them from achieving original or alternate victory by the end of Turn 12.

If you have 200-400 points and if your opponent outnumbers you by 800 points or more, keep them from victory by the end of Turn 12.

I. INTELLIGENCE

On turns 3, 4, 7, and 9 each player may draw one card from those remaining after each has selected his original three cards. This gives a form of "negative intelligence" and can help the players narrow the possibilities they must guard against.

J. SCENARIOS

Finally here are the twenty-one scenarios (make a deck of unmarked-back cards, each bearing a number between 1 and 21 on the verso). These include a mix of objectives, reconnaissance, attacking to cause casualties or to penetrate the enemy's line or to control territory, delaying the enemy (including blowing bridges, mining roads or holding strongpoints). Extensive playtesting has shown them to be roughly balanced, but the uncertainty and reactions of nervous enemies and their objectives make it possible to win easily or be crushed with the same scenario. Player reaction and skill are tremendously amplified as variables.

The italicized number is the number of points that may be used to purchase units. The *EVT* is the "Earliest Victory Turn", the first turn when victory is possible.

PANZER LEADER Combat Point Values

Allied		German
Towed Guns:	57 AT — 9	Towed Guns: 75 AT — 11.5
	76 AT — 13	88 AT — 21
	90 AT — 18.5	20 FK — 5.5
	17 AT — 14	4×20 FK — 10.5
	40 FK — 13	37 FK — 7
	25 HW — 28.5 (37)	7 IG — 6
	105 HW — 30 (40)	75 HW — 19 (26)
	155 HW — 41 (50)	105 HW — 30 (38)
	8" HW — 52 (62)	150 IG — 15
	76 MR — 9.5	150 HW — 41 (50)
	81 MR — 11.5	170 HW — 47 (67)
	107 MR — 15.5	81 MR — 11.5
		120 MR — 19.5
		NBW — 35 (39)

Infantry: US Engineer — 10	Infantry: Engineer — 18
UK Engineer — 18	Security — 9
Scout — 6	Rifle — 13
Machine Gun — 8	SMG — 14
Rifle — 10	Arm. Inf. — 16
Transport: Truck — 8	Transport: Wagon — 4
Scout Car — 9	Truck — 7
Bren — 12	Halftrack — 14
Halftrack — 13	

Armored Cars: M20 AC — 11	Armored Cars: 234/1 — 25
M8 AC — 16	234/2 — 28
Daimler — 16.5	234/4 — 38

SPA: Sexton — 54.5	SPA: Wespe — 57
Priest — 59	Maultier — 65
Recon HQ — 16.5	Hummel — 76

Assault Guns: M16 — 14	Assault Guns: GW 38 — 27
M4/105 — 33	Wirbelwind — 34

Tank Destroyers: Achilles — 36.5	Tank Destroyers: Hetzer — 38
M10 TD — 34.5	SG III — 40

Tanks: M5 Stuart — 20.5	Tanks: Lynx — 22
M24 — 31.5	PZ III — 30
Cromwell — 31	PZ IV-W — 34
Sherman	
UK — 30	PZ IV-S — 38
M4/75 — 32	PZ V-W — 46
M4/76 — 38.5	PZ V-S — 50
Flail Tank — 33	Tiger I — 47
Valentine — 10	Tiger II — 54

All combat values are calculated using all regular and optional rules. Combat point values in parentheses beside HW represent offboard costs is desired. Cromwell combat point value is that given for a movement allowance of 12, not 7. Mines cost 25 points each.

1. 200 The line is cracking. Orders are to form a strongpoint and hang on to the last man. This will buy time and slow the enemy. Control your, or either adjacent half-board for one full turn after Turn 8. You must control three hexes of St. Athan or both hexes of Wiln if you are trying to control these boards. (EVT 9)

2. 200 The enemy drive in your area must be slowed to break the enemy's momentum; corps command has ordered sharp local counterattacks all along the line. Even your small force is to hit the enemy. You are ordered to make and maintain contact with the enemy, destroy at least one enemy unit and then retreat back off your home half-board. Your losses must not exceed twice those of the enemy. Units left on the board are considered eliminated. You may not leave the map until Turn 9. (EVT 9)

3. 200 Your mission is a reconnaissance in force. To find out what the enemy is up to, you must exit 150 points worth of units off the opposition's home half-board. However, 75 points will not be available to enter until Turn 7. Units must enter on their own home half-board. (EVT 9)

4. 400 A big push is coming but the Allied high command is worried about the reliability of the shell-scarred bridges over the stream on the main axis of attack. Your mission is to use your Valentine to replace the existing bridge on either half-board adjacent (to your home half-board) with a tank bridge. The bridge must be in place two full turns after Turn 7; the turn the Valentine leaves the hex may be counted as one of these turns. The bridge may not be placed in your home half-board nor on the Wiln half-board (these are already secure). If you have the Grancelles half-board for home or are the Germans, you may draw another scenario. (EVT 9)

5. 400 A big enemy assault is coming in this sector. To delay the attack you are ordered to slip through, hit his rear and destroy some of the supplies being stockpiled for the assault. You still have to hold the line in some strength. You must exit 250 points of units off the opposition's home half-board. You must hold also any half-board for two full turns after the exit and after Turn 7. You may shift only one board edge from your home half-board for entering units. (EVT 9)

6. 400 The front is fluid. You are ordered to dig

in and stop any possible enemy assault. Casualties are of no consequence. You may have to sacrifice your entire force. Division headquarters has also ordered you to move out and seize a new strongpoint. You must hold one of your home half-board and either adjacent half-board for two full consecutive turns after Turn 7. The half-board for victory purposes must be selected secretly in advance. (You must control two hexes of Wiln or three hexes of St. Athan to satisfy victory conditions if these half-boards are chosen.) (EVT 9)

7. 600 Division headquarters has a dangerous mission for your force. To hamper the enemy advance you must mine the two roads leading off the short edge of any half-board other than your home half-board (the Wiln half-board may not be used for victory conditions). The mines must be within five road hexes of the edge. Mines are carried in a separate and otherwise empty pair of trucks. These mines take three consecutive non-moving turns to emplace (just like a bridge demolition). Unfortunately for you, the engineers will not be available to enter play until the fifth turn. (EVT 9)

8. 600 The enemy must be driven back. For reasons you can't understand Divisional command has decided to dent the enemy's line at all costs. Casualties are not a consideration. Control the enemy's home or either of his adjacent half-boards at the end of your player segment for one turn after Turn 8. (EVT 9)

9. 600 You are to delay the enemy but conserve your forces as they are desperately needed to counterattack later. Control your home or either adjacent half-board for one full turn after Turn 8. (A full turn means control at the beginning and end of a turn). Then, after the turn of control, exit 300 points off that half-board. (EVT 9)

10. 800 The terrain is such that corps command has decided to use mines to delay the enemy. With your small force you are ordered to mine any road hex within eight road hexes of your opponent's home half-board. Engineers may not enter play until Turn 5. (See Scenario 7 for mine emplacement rules.) You cannot use this if you have a middle half-board as home, but may draw another scenario. (EVT 9)

11. 800 While friendly forces are attacking in a nearby sector the enemy reserves must be pinned down and the enemy confused. Therefore the enemy to your front must be attacked as a diversion. Destroy two hundred (200) points worth of the enemy. Your losses may not exceed one hundred and fifty percent (150%) of the enemy losses. (EVT 10)

12. 800 The streams provide ideal obstacles to slow the enemy's advance. You are ordered to take advantage of this. You must blow all the bridges on your home or adjacent half-boards and hold that half-board where the bridges are blown for two full consecutive turns after Turn 7. Remember these are considered temporary bridges. (The Merden half-board cannot count as a board with bridges blown.) (EVT 9)

13. 1000 You have a large force but must hold a wide front. Despite the stretch, the line needs to be rigorously defended as corps has few reserves to repair any rupture. Orders are to hold your home and both adjacent half-boards at the end of any turn after Turn 9. (EVT 10)

14. 1000 You are the flank force of a big push. You are to drive the enemy back, establish and hold the shoulder of the attack's penetration. The shoulder must be held to stop the enemy from setting up artillery close enough to disrupt the flow of supplies to lead elements. Your command is to hold three adjacent half-boards. Two of these three must be the enemy's home or adjacent half-boards. These must be held for two consecutive turns after Turn 8. (EVT 10)

15. 1000 Your forces have been pushed back in this sector and higher command fears another push. The enemy must be slowed. Again, blowing bridges

over the streams is the best way to use the terrain for this purpose. Orders: blow all the bridges on your home and one adjacent half-board and control one of these half-boards for one full turn after Turn 9. (Again, the Merden half-board may not be used.) (EVT 10)

16. 1200 The enemy forces on your front must be crushed. Then the enemy will have little to oppose the follow-up breakthrough. You have been given command of an ad-hoc battle group to get the job done. You must destroy three hundred (300) points of enemy units (or 50% of their on-board units). Your losses must be no worse than equal to that of your opponent. (EVT 10)

17. 1200 The enemy has cut off a large friendly force. To hold out these divisions desperately need supplies. You are to cut your way through the ring and escort trucks carrying those supplies. You have ten truck counters (which do not count against your 1200 points). These may not carry anything else as they are full of supplies. Nine of these must exit off either the enemy's home half-board or one board edge on either side of his home-board edge(s). To fight through the forces around your isolated friends your trucks must exit over two consecutive turns. At least six hundred (600) points of your combat command must exit with them. All must exit along the same board-edge. The supply trucks must enter on your home half-board on Turn 9 or later. (EVT 11)

18. 1200 Your corps is hitting the enemy. Your force is to drive the enemy back. The first objective line in your sector is to control five half-boards for two consecutive turns after Turn 9. (EVT 11)

19. 1400 Your considerable force has been ordered by division headquarters to grab and hold a good defensive line to stop an anticipated enemy push. You are ordered to blow all the bridges on the great river running from Wiln to Artain. To conserve your forces, you may abandon no more than 50 points worth of units on the enemy's side when the last bridge is blown. Further, your troops must control all the towns on your side of the river for two full turns after the bridges are blown after Turn 10. (Your side of the river is the side on which the control points for your half-board is located. The exception is the Granelles half-board. Then your side of the river is opposite the smaller section of Granelles.) For this scenario only, the bridge at Artain is *not* considered a temporary bridge. (EVT 12)

20. 1400 Friendly units have deeply penetrated the enemy line. Now they need artillery to break an enemy position. Enemy forces have filtered in between the spearhead and your original lines. Your mission is to bring five batteries of howitzers or SPA (with a range of more than fifteen hexes and IF capabilities) to their aid. These must enter on your home half-board and exit off the enemy's home half-board, or any board edge on either side of it. The artillery may not enter until Turn 10. At least five artillery units along with three hundred (300) points of other units to escort them must all exit the same board-edge over the course of two consecutive turns. You must purchase at least the five artillery/SPA; you may purchase extra artillery to help make up for possible losses, but these may not enter until Turn 10. (EVT 12)

21. 1400 Attack!! Capture enemy territory! You have been given command of a large battle group to drive back the enemy in front of your lines. This is to secure a jumping off point over the series of rivers for the main breakthrough to follow. You must control all six of the half-boards for two consecutive full turns after Turn 10. (EVT 12)

So these are your possible assignments. How good are you at confusing the enemy as to your objectives, and deciphering his? What chances are you willing to take? What is the best mix of forces to oppose the possible enemy goals?

The GENERAL INDEX 1964-1984

Updating the previous effort at listing every item in our pages, the new 16-page Index to The *GENERAL* brings twenty years of continuous publication into sharp focus. From the AH Philosophy to the contests, from our Series Replays to Buyer's Guide evaluations, every facet of wargaming's oldest continuing magazine is divided for ready reference by those interested in specific games. The major portion of the Index is devoted to a game-by-game listing of every article that has appeared in these pages since the early enthusiasm of wargaming washed over those fascinated by military history. Whether for the aficionado of a particular AH game seeking every word printed on it by the experts, or for the game collector looking to insure that his AH collection is complete, or simply for the reader wanting a new (though old) idea for winning, The *GENERAL* Index is a must.

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SO THAT'S WHAT YOU'VE BEEN PLAYING

Titles Listed: 95		Total Responses: 289			
Rank:	Title	Pub	Rank	Times	Last
			On	Freq.	List
1.	Russian Campaign	AH	4	28	4.2
2.	Firepower	AH	1	2	2.8
3.	Squad Leader	AH	2	28	2.5
4.	Third Reich	AH	3	28	2.3
5.	Up Front	AH	13	10	2.1
6.	War & Peace	AH	6	6	2.0
7.	Flat Top	AH	—	1	1.7
8.	Cross of Iron	AH	7	3	1.5
9.	VITP	AH	—	1	1.4
10.	Bulge '81	AH	5	8	1.3
11.	WS&IM	AH	16	13	1.3
12.	Panzerblitz	AH	—	1	1.2
13.	Civil War	VG	—	1	1.2
14.	B-17	AH	14	11	1.1
15.	Hitler's War	AH	9	6	1.1
16.	PA Afrika	AH	—	1	1.1
17.	Civilization	AH	—	1	1.0
18.	G.I.	AH	8	18	1.0
19.	Storm over Arnhem	AH	—	1	1.0
20.	Titan	AH	—	1	1.0

In an abbreviated time (due to the delay of Vol. 22, No. 1) and with a small sample base, the survey of player preferences underwent some extreme changes. First, readers should note that no fewer than eight games dropped out of the ranks of the "Top 20" and, of course, eight appeared. Too, due no doubt to the relatively short time before the release of the next issue, the voting was not as spread as is the norm; this is reflected by the close Frequency Ratios at the lower end of the list. While the traditional favorites continue to dominate, the matter of an event as slight as an appearance in these pages or a convention tournament can make the difference of a few votes, and hence whether the game shows up on the next listing or not. Simply put, visibility equates to playing time spent on a game by the readership. All of which serves to reinforce the fact that this survey does not indicate the quality or failing of any game, but is merely a "popularity contest" and a barometer to what may be selling well.



A BRIDGE NOT TOO FAR

British Strategy for the Variant

By Dennis Devine

STORM OVER ARNHEM is one of the finest simulations on the market. I believe it is one of the most playable, yet realistic, simulations ever. The game can be played over and over, and is indeed a "classic" in style. There is only one scenario to *STORM OVER ARNHEM*, and any true gamer has only to work at learning this one version to be labeled a "master". However, as with all classics, this is much easier said than done. True to classic form, each side in the game has advantages, disadvantages, and characteristics unique to its side. In short, each side is a joy to play. You know that you are looking at a good game when you have to make a real choice when deciding which side to play!

But wait! Can this game be called a true "classic"? There is, after all, an officially-sanctioned variant scenario to the *STORM OVER ARNHEM* basic game. Published in The *GENERAL* (Vol. 19, No. 1), this "variant" adds two turns to the game and the attractions of a freer British setup, new defensive options, and all-out assault on the British perimeter from the bridge, with a fresh look at the battle.

The variant is especially intriguing for the British player. British players who bemoan the lack of mobility for their side in the regular game will have their fill in the variant. The German player will also have advantages in the variant. Two extra turns to pound the British are always entertaining, if not helpful. More entertaining than you might think at first. British weaknesses tend to compound in the regular game, and an additional two turns are really quite useful. British players must still be *very* careful in the variant.

As in the regular version, the British have the burden in the game. And, as true with all wargames, the weaker side is *the one* to play. So, in this article, I will attempt to relate my thoughts and suggestions to you concerning British play in "The Crossing" variant. It is my hope that this marvelous variant may now be fully appreciated for its own worth and, with some insight from my words, as interesting for you to play as it is for me.

THE OVERALL PICTURE

The British face a trying task in "The Crossing". It is hard enough to stand up to the German pounding without adding two more turns to the initial eight.

There are some advantages to compensate for these extra two turns. The most important of these is the freedom of movement that the British will enjoy. A direct result of this is a furthering of the number and productivity of British blocks. Also, deployment is unrestricted. The British are looking at an empty board at the beginning of the game and this will be the major difference. The British are free to set up practically anywhere they want to now. Finally, for the ego's sake the Brits will have a once-in-a-gametime-chance to do some heavy-duty damage to German armor when the Jerries come marching in at the bridge on Turn B. Sounds good so far . . .

There is a price, of course. Along with the already-mentioned extra two turns are some further annoyances. A big one is the fact that B Company will not enter now until the second turn (Turn "B" of the variant). Other such thorns include a German pillbox in Area 4 that must sooner or later be tackled, and the laughable yet bothersome Arnhem Garrison (consisting of two 3-5-5s and a 2-6-4 HQ) hailing from Area 23 at the start of the game. The

pillbox may only attack and be attacked in the Close Combat phase, and may only attack in Close Combat those units belonging to the British player that were designated to attack the pillbox. The pillbox does not affect British movement in any way. The Arnhem Garrison does not affect British movement through areas *adjacent* to it on the first turn of the game, may earn Victory Points, and may receive platoon integrity while firing.

There are some other "neutral" restrictions in the variant. For instance, neither side may attempt to use their artillery until the second turn, and the Germans may not set fires nor receive points for Perimeter Reduction until Turn 1. Neither side may enter a perimeter zone until Turn B, and the Random Events are not rolled for until Turn 1. Also, the Victory Point marker begins the game at "-2" to offset the presumed German advantage.

The majority of special rules in the variant deal with the Turn B 9th SS Recon assault across the bridge. Before every German impulse in Turn B, the German player rolls one die. On a roll of "1" or "2", the 9th Recon will enter on that impulse. Recon units pay 1 MF to enter each bridge section, and pay normal MF costs when moving off the bridge into one of the areas. (Note: German movement on the ramp is considered to be *on* the borderline between Areas 4 and 5, 17 and 18, and so forth—and is not considered to be part of *any* area!)

British uncommitted units may fire on these units as they pass their respective areas. Units in Areas 4 and 5 attack as one mass group, if any attack is launched, even if this attack exceeds the basic game fire limits. This is the only time infantry may direct fire at armor. Casualty points must be fulfilled by eliminations and a 9th Recon armor unit that is eliminated will absorb four casualty points. No AT units may fire on the 9th Recon on the ramp between Areas 4 and 5.

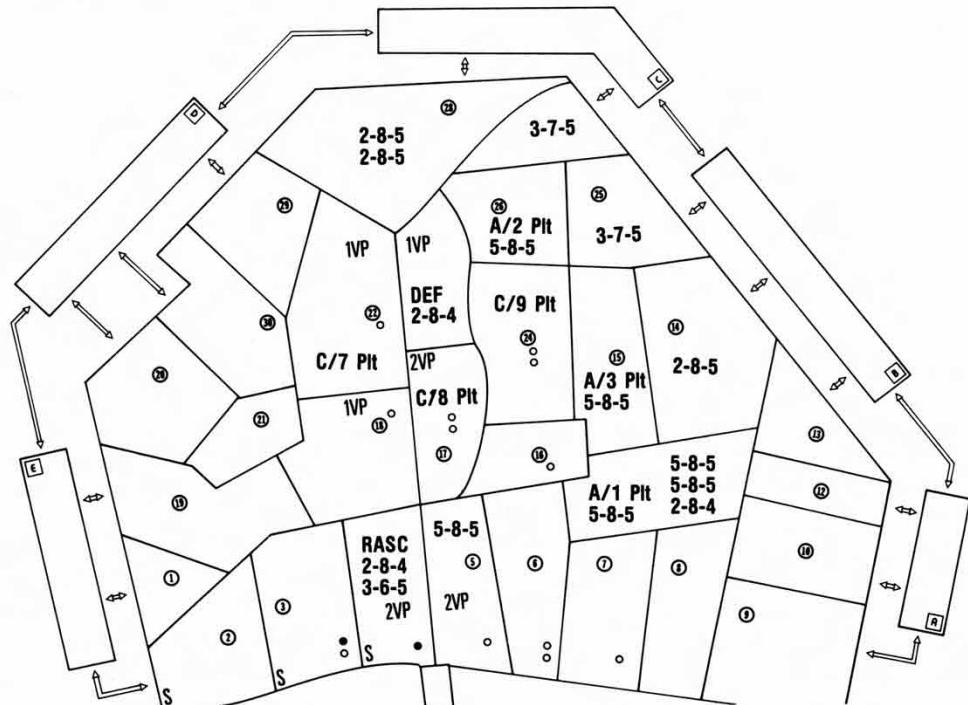
Any surviving 9th Recon units move on to the Area 17/18 ramp and the process is repeated, with any infantry attacks coming as one combined attack, regardless of fire limits, and now AT units may fire at the 9th Recon, if in Areas 17 or 18.

Surviving German units (should they be so lucky) may move off the ramp into Areas 17 or 18, stopping if British units are present in the area, or may go on to the ramp between Areas 22/23. The process is then repeated for a third time if the German chooses this option. However, any casualties sustained on this part of the ramp may now be fulfilled by retreats. Any further survivors must move into Areas 22, 23 or 28, ending their movement if any British units are present. If an area is not occupied, then the German unit may go on moving in normal fashion. Any 3-2-8 halftrack that survives the vaunted bridge attack may be traded in for a 4-6-6 panzergrenadier unit at the end of the turn, in whatever area it may be in. (Note: There are special units for this purpose that are not used in the basic game.) And if any German units do survive the attack, they are committed.

Generally, all of the 9th Recon will check into that great Nordic resort in the sky before the sun comes up on Turn 1. At most, one might survive—with tremendous luck. Have some fun here, you British players. It is your best chance to kill German units in the game. However, the trick is to commit as few units as possible in doing so. Every spare unit is needed to get into position for Turn 1. Let's get the job done, but let's not overkill in doing it.

So, we have our mission. Companies A and C, as well as all of our miscellaneous forces, must get onto the board Turn A and take up positions in expectation of Turn B. Positions must be chosen to restrict, as much as possible, SS movement in Turn B and buy the British some time and space. Thought must be given to lining the parade route in anticip-

Figure 1: British Deployment as of the End of Turn A.



pation of the 9th Recon and units must be detailed to destroy that awesome pillbox in Area 4. With these factors firmly in mind, we now turn to a discussion of British play in Turns of A and B, and then on to some general comments on British tactics in game turns 1-8.

TURN A

What can I say! Freedom *is* freedom, and the British should take advantage of it—with some minor precautions. There are three German units that can fire on the British on Turn A, and these units cannot be totally ignored.

British units start the game in Perimeter Zones D or E. Figure 1 shows the deployment that I recommend for "The Crossing". Basically, there are two strategies for British play early on in the variant. One strategy calls for early blocks, usually one unit in Areas 25, 27, 28 and 14, with heavier forces in the usual perimeter positions. These blocking units serve the purpose of stopping SS movement in the city edges on Turn B; and then, rather than firing at the attacking SS, they will withdraw leaving the SS units unadjacent to the perimeter to start Turn 1. The game is then much like the regular version, except that the Germans are not adjacent to the perimeter to start the normal turns and the British are usually slightly more concentrated in the eastern half of the perimeter.

The other strategy, which I have adopted for my deployment, is a little more forward. Blocking units are still sent to their respective positions and still retreat in the face of the SS attack on Turn B. But, and here is the difference, the blocking units hold their ground in forward positions after the first retreat and are reinforced by the bulk of the units not firing at the bridge. As it ends up, the positions are one area in front of the regular perimeter positions—in Areas 26 and 15. In my set-up, the British will make their first stand in front yard, not on the doorstep.

I believe that this is the best defensive policy for the British side in the variant. The British have everything they need to win the basic game except space. Now they have the chance to change fate, and they should not throw it away. Much of the attraction of this variant is the freedom of maneuver

and it has its practical benefits as well. In the basic game, the British must fight and die in their places. There is no retreat. Often, casualties *must* be taken in eliminations just because there can be no retreat. With a defense where there is much more flexibility in the position, no longer must units "stand or die". If the action gets a little hot, our boys will slip out through the back door to fight again on the Eusebiusbuitensingel or Oost Straat, or one of those other tourist traps around the bridge.

Anyway, now that we have established a defensive policy, we can progress with getting from the perimeter zones to the gardens and parlors of the good citizens of Arnhem. The main irritant of this movement will be the Arnhem Garrison. This brings up the question of the Arnhem Garrison's Turn A activities. The Garrison will serve one of two possible roles for the German: constructive or suicidal. The former assumption will see the Garrison acting under the belief that it *can* be of some use in the coming turns. This will basically mean that the Garrison will leave Area 23 to serve the purpose of blocking British movement in Turn B (or even Turn A), or possibly occupy one or more western areas, where German units can be scarce in the variant.

In the suicidal role, the Arnhem Garrison will stick it out to bitter end. This involves shooting at one of the passing British groups during Turn A, and then in close combat trying to take down a British unit or two by hand. It will probably not succeed in either case, but might get lucky in close combat. Regardless, the Arnhem Garrison will probably not be of much, if any, use in Turn B if it does try to play hero. As for British worries about this force, I would wave them off. It is a pathetic force playing an irritant role. Treat it as such.

However, in dealing with the Garrison on Turn A, there are a few precautions that should be taken. For one, the British should move to mask the movement of the Garrison early in the turn. This will prevent any nasty surprises later on involving Garrison units moving into valuable blocking positions or areas containing engineer, HQ or artillery units. Next, remember to take all casualty points received from Garrison fire in the form of retreats. It is needless to take a loss so early in the game. If a force

is fired on by the Garrison and receives casualty points, merely retreat this group to a nearby area that still needs to be occupied and move a replacement platoon into the area that the other platoon just vacated. If the German is crafty, he will not fire the Garrison until near the end of the turn when most of the British units will be committed; but this cannot be helped. It probably will not make a great difference anyway; the Garrison is so small. Just do not get too worried about the Arnhem Garrison, try to get the German to commit it early, and be sure to assault Area 23 with enough strength.

As shown in Figure 1, the British are dispersed around the perimeter to accomplish a number of objectives on Turn A. The A and C Company HQs and 2 Tp. B 3-7-5s are sent to the northeastern edge of the board as blocking units. Area 28 will be exposed to fire from the Arnhem Garrison, and some might scrounge an extra unit up from somewhere in the perimeter to add to this area. Another more specific problem that might occur here is the Garrison moving out to block your way to one or more of the blocking areas or other important positions. In this case be thankful that the German has committed himself so early, and assault the area he so arrogantly moved into. This is actually doing the British a favor. There will be room for a sly smile if the German is so rash as to split up his units so that all you need do is assault each area individually.

In the main perimeter positions, Company A will occupy the eastern side of the ring. Specifically, Areas 11, 15 and 26 must be held. The blocking units will retreat back to the main defensive positions on Turn B, and this will further strengthen A Company areas. The respective platoons occupying Areas 11, 15 and 26 will do the firing at the SS.

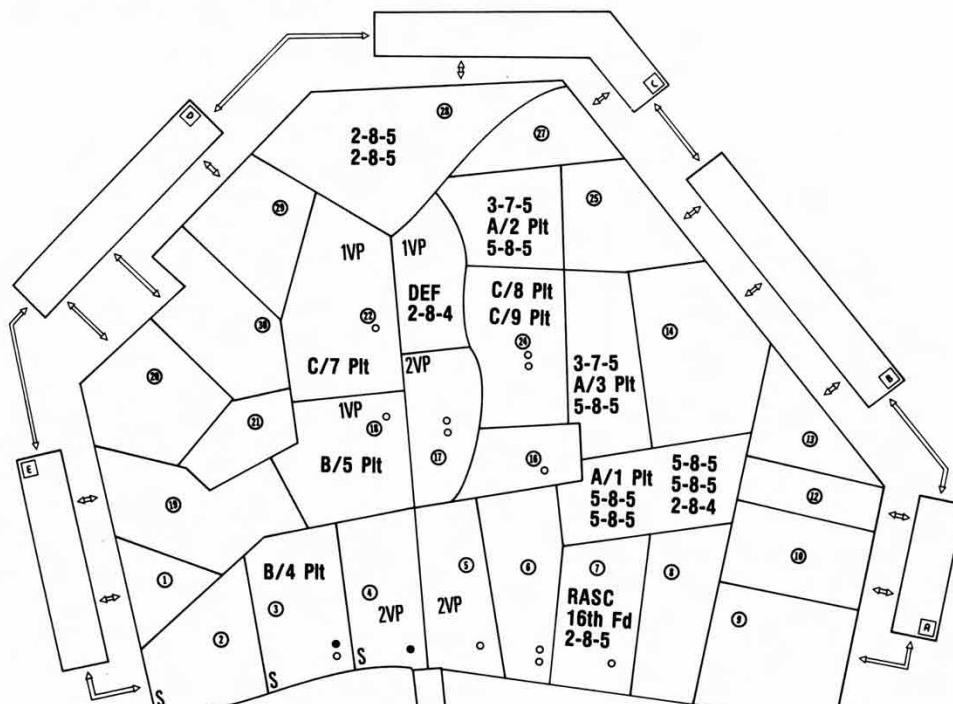
Area 11 is once again the key to the eastern side of the perimeter. It will also have excellent fire opportunities in Turn B. Thus, it is manned by the A/1 platoon, as well as three engineer units of the First Parachute Squadron, Royal Engineers, and an artillery spotter. Areas 15 and 26 will account for a platoon each of A Company, and each area will also receive a British engineer unit in expectation of Turn B. Area 7 will be unoccupied for now, but will receive units before it can be occupied in Turn B.

C Company will hold the northern perimeter, occupying Areas 17, 22 and 24. Miscellaneous forces, including the DEF platoon, will assault Area 23 if the Garrison is still around when the time comes to occupy the area. Areas 4 and 5 will also receive units—Area 4 because of the pillbox, and Area 5 will receive an engineer so as to be able to lead the Turn B fire on the bridge assault. The five units assaulting Area 4 will have a 83% chance of eliminating the pillbox, and if by the small chance they do not then it will be eliminated in close combat in Turn B.

If no units are lost in Area 4 on Turn A, and no changes are made in the deployment shown, then this set-up will yield a +8 firepower attack on the German column at Areas 4/5, and two +4 artillery attacks and a +4 infantry attack at Areas 17/18. That should be sufficient to accomplish its purpose, and with some luck, you might get away with not firing C/8 at the Germans because they will all be eliminated by then. The rest of the western side of the perimeter will be largely unoccupied on Turn A. It will be occupied by B Company in Turn B.

Thus, Turn A will serve to get us into position for Turn B. Turn B will set the tempo for the early game. But wait, do I hear the rumble of heavy treads on the bridge overhead . . .

Figure 2: British Deployment as of the End of Turn 1



tioned 9th Recon assault. During this turn, there will be three main objectives: eliminate the pillbox if not already so; eliminate all 9th Recon units; and solidify the main perimeter. This will entail bringing up all units behind the lines wherever possible, including any units not needed to fire at the 9th Recon.

The perimeter will largely be solidified by the arrival of B Company. B Company will send a platoon each to Areas 3 and 18, while sending the Company HQ to Area 28 (or perhaps to Perimeter Zone D if a western German assault is in the making). One thing that you as British player do not want to do is to occupy any perimeter areas that you do not plan to contest or any less than six perimeter areas in number for the German player may place a perimeter reduction counter in any six British-occupied areas (or, if there are not six areas solely occupied by British, then areas containing both German and British units). The German may also place these counters in areas last occupied by British units if there are not enough of either of the former types of areas. In any case, the German will receive two VP's for each perimeter reduction counter that he is not able to place. Be aware of this, and do not get caught with units out in easily-picked off areas.

In the east, the British will have some nice opportunities to fire at the SS. Each of the areas occupied by A Company will have at least four units to fire at the SS, and there will be opportunities to fire in both kill groups as well as retreat groups. Also, be conscious of any attempt on the part of the German player to transfer his axis of attack from the east to the west. Be prepared to shift to meet this threat.

THE OTHER TURNS

Turn 1 will be the crucial turn. Units that were behind the British lines at the 9th Recon must be brought up to the main positions. Figure 2 shows the recommended British positions at the end of Turn 1. This deployment assumes that the German is still making his main attempt in the east, and will see the engineer from Area 5 go to Area 11, and the RASC platoon as well as the Fd. Ambulance unit go to Area 7. The 2-8-4 HQ from Area 4 will go to Area 8; platoons C/8 and C/9 will be the perimeter reserve, going wherever they are needed. I have put them in Areas 26 and 15, but if the German does move out west, then they will probably go out to Areas 18 and 22. The perimeter will now consist of Areas 3, 4, 5, 6, 7, 11, 15, 16, 17, 18, 22, 23, 24 and 26. Area 28 must be held as a block for as long as possible. The SS assault will probably start to develop on this turn, and Turn 1 will also see the arrival of the Bocholt Training Fodder, in Perimeter Zones A or B.

Turn 2 will see a noticeable increase in enemy activity. The fight for Areas 15 and 26 will be well underway. At least, German control of Areas 15 and 26 should be denied through Turn 2 to avoid the loss of two VPs per area. One thing that British players need to be aware of is overcommitting to the eastern half of the perimeter. Oftentimes, the German will realize that he is losing too much time hacking through two British defense lines in the east and will switch his attack to the north or even west. While the British will have two whole defense lines protecting the eastern VP areas, the western VP areas will have no such shielding, except in the extreme south where Area 3 will be screening Area 4. To this end, it is very important to hold Area 28 for as long as possible to restrict German movement. The only thing you can do about a German shift in attack axis is to be perceptive to its occurrence and be prepared to move reserves out to the west in a hurry. It will take awhile for the German to do this if Area 28 is held and/or blocking units can infiltrate into Perimeter Zone C.

Turn 3 should see the British begin to withdraw to their 23-24-16 line. If the German has not penetrated very far into the eastern perimeter, now is the time you must be very careful of a switch in German attack route. Hopefully, this turn or two of relative peace at the beginning of the game will provide breathing room for preparation of the later turns. The whole reason behind taking such a forward stance in the first place is so those casualty points can be taken in the form of retreats instead of eliminations. With careful planning, the British player should be able to withdraw from an area by gradually allowing an area he does not plan to hold any longer to thin out with retreats and then near the end of the turn, pull back any units still present in the area. No assaults through the area just vacated need be feared because most of the German units nearby will have been committed to retreating the British units.

Therefore, let us as British commanders take advantage of our natural resources. We are handed an empty board at the beginning of the game and a considerable force to occupy it. Let us not sit passively in a hole (or is that "foxhole"?) and wait for the Germans to come to us. We must go forward aggressively and set up a defense in depth—where casualty points can be taken in space rather than lives. The eastern half of the board is where the battle will be won or lost. Any kind of western assault on the part of the German will not be in position until Turn 3 at the earliest, and in doing this, the German will give up almost any chance of garnering any perimeter reduction points. Let's make the Germans grind through two lines of defense to get to the victory point areas, and let's walk away with a victory. Then we can get on to that new *SQUAD LEADER* scenario.



AH Philosophy . . . Cont'd from Page 2

putting out the best wargaming magazine possible. Unlike many in my profession, I do read each serious submission. That includes those written in pencil on jelly-smeared yellow legal paper, those that would drive a grade-school English teacher to suicide, and those dealing with the more obscure (and objectionable) aspects of our hobby. No one can possibly contend that it is my responsibility to then critique each article I receive for the authors.

The bottom line concern here is that devil *Time*. Given that a couple of article submissions of varying lengths and detail plop down on my desk every day, an hour or so a day (on the average) must be spent on evaluating and deciding whether to reject or accept each. If the piece is marginal, I may even pass it along to the in-house designer/developer for his comments, in the process stealing time from his busy schedule. If accepted, the article will demand more time to prepare it for print—time given willingly to make it as informative or challenging as possible. But, those many submissions that are eliminated from the pile are simply and quickly returned with a form rejection letter. Balanced between the desire to praise the failed author and the desire to improve the overall quality of articles being submitted, the curse of too much to do in too few hours comes to the fore and I simply sign a form letter. A few are discouraged or angered by these unadulterated rejections, and for that I am truly sorry.

Still another contributor to this magazine has written in a fit of rage, taking us to task for making extensive changes to *his* scenario, and the accompanying commentary, we had printed. It seems that it was not a word-for-word rendering of the manuscript he had sent in some months previously—one that I felt had the germ of a fine situation inherent and on an unlikely game but one that I, even in the act of accepting, knew would need

some effort on our part to make presentable. The author, when the piece saw print, was outraged that his classic work was "butchered" and proceeded to vent his spleen on the editor (myself) and, by inference, on those of our staff who helped playtest and modify his less-than-perfect effort. Crowning insult to him was the fact that we had not contacted him with our proposed changes so that he could pass final judgment on them.

"Sure, I know that its got a tail, is ugly, nasty-tempered and an imbecile; but it's MY baby." Some would-be authors cannot see the cosmetic work that needs to be done to make their "baby" presentable simply because of their involvement. We, of course, have no vested interest in the little brat, and will gladly lop off a few pieces here and there, or put a patch over an ugly wrinkle if this can make it suitable for these pages. In many cases, we have available historical research or game design resources not open to many of our writers. Certainly, we will subject any variant/scenario to more intensive and critical playtesting than it has undergone. The final result is that we often make changes, deletions and/or additions to the author's final draft before it appears in print.

Have I the leisure of communicating all these proposed changes to the authors? No. The endless round of discussion, and justification, that this can lead to is simply not worth the trouble. I once felt this to be a courtesy to the author (especially when I myself was a struggling innocent); but soon after coming to work as an editor, I found myself embroiled in such an exchange of correspondence. Parenthetically, the author could not "agree" to the suggestions we had made, so I simply never used his piece and have no intention of ever doing so. While something can be said for courtesy, the time it costs in these situations can be ill-afforded. The sad fact is that, given our production schedule, there are too many other things to do and the delay in checking every alteration delays an article to the point where events have passed it by. (As 'tis, even without such correspondence, the time between my acceptance of an article and its appearance in print is often a year.) If the article isn't *perfect* beforehand, then the author surrenders it to our gentle mercies without reserve.

Any editor needs new writers. They are the life-blood that keeps their publication thriving. If I feel your work shows promise, I'll let you know. But I am not running a mail-order correspondence course in writing or game design; I am running a magazine devoted to providing informative or entertaining articles and challenging scenarios/variants. Until you've labored as an editor, you've no concept of how depressing it can be to struggle through the fifth unreadable manuscript (or in some cases, the fifth unbalanced scenario) in a day. If I were to take the time to draft an intensive critique of the submitted piece, I am stealing time that should rightly be devoted to my evaluation of the next manuscript or, worse, devoted to actual work on the next issue. As much as I might like to help some enthusiastic would-be gamesters, the hard fact remains that I've not the time.

So, if you are of the thin-skinned type, or the *prima donna* ilk, go elsewhere. You'll save yourself some disappointment and me some lost sleep. But if you've a good idea and some imagination, have a fair grasp of our language, have willingly put in the vast amount of work necessary for a solid article *before* submitting it, I encourage you to send it along. If you are unsure as to whether we'd be interested in your approach or style or subject, it only takes a letter to me to find out. And, if you intend to submit an article for the first time, get a copy of our Guidelines; simply send a self-addressed, stamped envelope and a request.

Believe it or not after the above, I do look forward to hearing from you.



THE LUCK OF THE DRAW, SUPPLEMENT

More Variant History for THIRD REICH

By James C. Gordon

Unfortunately, the article entitled "The Luck of the Draw: *THIRD REICH* Variants" (The *GENERAL* Vol. 21, No. 5) lost a paragraph somewhere between my typewriter and the printed page. In the "Axis Variants" section, paragraph "M", dealing with variant #18, should be paragraph "N". Variant #5—Early Minor Allied Activation—was to have been paragraph "M". The ratings listed at the end of the article are correct.

All four minor allies activate together with the revised variant #5, provided that France has been defeated and Germany is at war with the Soviet Union—instead of only Rumania and Hungary activating in Fall 1940 regardless of the situation. The Axis should speed up their timetable for the Western offensive, with Italy declaring war and Germany invading Belgium and Luxembourg in Winter 1939. The Allied defenses should be well spread to cover the broader front in Spring 1940 and Paris might fall in one turn, with a daring armored and airborne thrust. Denmark, Norway and the Netherlands can be swept up when France is invaded. Bypassing Operation Sealion, the Balkans campaign and committing just enough units to sustain the Italian in the Mediterranean, Germany would attack the Soviets in Fall 1940. The minor allies would join in Winter. Ideally, the extra year and the early support will result in a swift victory before the Soviets can mobilize their full resources.

At the tail end of my earlier article, the editor offered ten more variants by Alan Emrich for use with *THIRD REICH*. Aside from the fact that this new group made my rating list outdated, Mr. Emrich did not provide an equal number for both sides. The Allies get only three while the Axis gain seven! Not wanting to see the Allies left behind—and perhaps seeking revenge—I have a few variants of my own to put forth.

AXIS VARIANTS

#28—Under the influence of Admiral Doenitz, Germany increases its submarine-building program before the war. Five submarine units are deployed in the Strategic Warfare box, without cost. Play prior to set-up in the 1939 or Campaign scenarios.

#29—As the Soviet counteroffensive reaches beyond the pre-war borders, progress is slowed by the need to convert the railroad gauge and keep the forward units supplied. A maximum of only four Soviet units can be moved to hexes outside the 1939 border during the Strategic Redeployment phase. Play anytime, as soon as Soviet units have advanced at least two hexes beyond the 1939 border, beginning in 1944.

#30—V-weapons are developed earlier and used more effectively. The Strategic Warfare cost to build V-1s and V-2s are now one and five BRPs, respectively. Each Allied air factor based in Britain eliminates one V-1, at no cost to the Allies. A die is rolled for each surviving buzz bomb: roll 1-2 = 0 British BRPs lost, 3-5 = 1 BRP lost, 6 = 2 BRPs lost. V-2s cannot be opposed but success again depends on a die roll: roll 1-5 that number of British BRPs lost, roll 6 = no effect. Germany must control a coastal hex in Belgium or the Netherlands to use V-1s, and the area from K28 to N26 to use V-2s. Play during the 1944 YSS or at the start of the 1944 scenario; the V-weapons may be used at the start of any turn.

ALLIED VARIANTS

#24—The French High Command follows the German example and modernizes their army with armored divisions. All three French 3-5 units deploy at start. Play prior to set-up for the 1939 and Campaign scenarios.

#25—The Vichy French fleet is safely delivered into Allied hands instead of being scuttled once a second front is opened. Provided that France has been defeated and that Vichy remains inactive—if the Americans invade metropolitan France or any Vichy colony, or if the Axis invade Vichy France at any time, all French naval units join the British Force Pool. If damaged or eliminated, French naval factors cannot be rebuilt. Play anytime conditions are met; not usable with 1944 scenario.

#26—With the improved aircraft types (P38, P47, P51) available in large quantities late in the war, the American Air Force improves its tactical performance. In all air combats involving US units, the Allies gain a +1 DRM. Playable beginning in Spring 1944 or at start of 1944 scenario.

#27—Allied intelligence coup wins them one free use of the intelligence/counterintelligence table once per turn. In lieu of the free cost, the Allies may pay BRPs for an additional DRM as the once-per-turn usage of this variant. This variant is void if the Allies are under the effect of die roll "2" or "3". Only one Allied power may use this variant; the Americans and British may alternate at random but the privilege cannot be transferred between the Western Allies and the Soviets (or vice versa). Play anytime for immediate use.

#28—The Allied powers benefit from improved preparedness and aggressiveness. At the start of any scenario, the Allies have the choice of either dictating the order of deployment for all countries, or can claim the first move. Play prior to the initial set-up in any scenario.

#29—The different Soviet railroad gauge impedes the Axis supply system as Operation Barbarossa takes them deeper inside the Soviet Union. A maximum of six German/Minor Allied and three Italian units may be moved to hexes inside the 1939 Soviet border using Strategic Redeployment. Play anytime, beginning the second turn after the Axis invades the Soviet Union; becomes void in Spring 1944. In effect at the start of the 1942 scenario, but not usable with the 1944 scenario.

#30—The United States develops the A-bomb in time for use in Europe, at a Strategic Warfare cost of 10 BRPs each for a maximum of two bombs. One SAC factor is used solely to deliver the weapon against any city hex inside Germany. The Germans lose 20 BRPs and any units in that hex are eliminated. In addition, a die roll of 1-4 results in the immediate surrender of all Axis forces, which are removed from the board. In a multi-player game, where possession of objective hexes determines the level of Allied victories, those objectives controlled by the Axis prior to the surrender still have to be captured. The players have two turns of movement to reach the "open" objectives, which can include air drops, sea transport (though controlled ports) and seaborne assaults (suffering no loss). No unit

may pass within two hexes of the A-bomb target hex, or occupy an objective hex within that range. Movement is theoretically simultaneous but possession of a contested hex goes to whichever side moved the *shortest* distance. (In the case of a tie, a die roll settles the dispute: roll 1-3 = Soviet Union, 4-6 = US/UK. If France happens to survive, it would automatically lose any disputed control.) Play during 1945 YSS for immediate availability.

ADDITIONAL CHANGES

The idea of altering the order of deployment raised in Allied variant #28 above can be carried further, increasing the variation, by utilizing hidden deployment. I couldn't include this option in either of the variant lists because the beneficiary can't be predicted. Hidden deployment can be used with any of the scenarios; players might be encouraged to make conservative deployments but a daring commitment can lead to a surprising advantage. The Italians might be set up for an early invasion of Egypt only to find the French ready to invade northern Italy. Or the Soviets could be committed to attacking Turkey when the Germans are planning an early invasion in the east. Possibilities are endless; try it.

Players seeking more detail could make two changes in the naval game. The first provides for aircraft carriers and naval air factors. A 9-factor fleet uses three factors to maintain a 1-4 naval air unit, leaving six factors for surface combat, bombardment or transport. Air attacks against the carrier fleet can be specified as attacking the CV; surface combat confronts the CV only if that fleet is alone in the hex. Carrier factors which are lost can be rebuilt but no other naval factors can be substituted during the reconstruction period.

The naval air factors are added to the Force Pool (I made extra counters) according to the table below.

Britain:	3 factors at start, all scenarios
France:	1 factor at start, 1939 and Campaign scenarios
Vichy:	none
United States:	2 factors at start, 1939, 1942 and Campaign scenarios
	1 factor, 1943 Allowable Build
	3 factors at start, 1944 scenario
Germany (optional):	1 factor, 1944 Allowable Builds

Naval air units must base with a CV or in the home country. An air strike can be launched from any point during naval movement. Carrier and air units move and redeploy together. Starting in 1943, the US player can deploy CV fleets for Strategic Warfare; by rolling a 6, a naval air factor eliminates one submarine unit if the carrier is committed to ASW.

The second adjustment to the naval war adds a tactical use for submarines. Instead of being deployed for Strategic Warfare, submarines can be deployed at any controlled port and used for regular naval interception. These attacks can come before or after surface naval interception. Each submarine factor attacks separately by rolling a die; a roll of 6 = one naval factor eliminated. All 9-factor fleets or fractions have an inherent ASW capability: a roll of 6 = one submarine unit sunk. The US and British

fleets add one to their die rolls starting in 1943, and two beginning in 1944. A maximum of one German submarine factor can be based in the Mediterranean at any one time, moving there via Strategic Redeployment.

Allowing France, Italy and the Soviet Union limited Strategic Warfare builds expands that aspect of the game system and calls for a division of SW resolution by front. Italian units can only operate in the Mediterranean, with the maximum one German submarine factor mentioned above. Soviet ASW units can only operate in the Murmansk Convoy box. France can divide its factors between the Western and Mediterranean fronts in any manner but the US and UK can place a maximum of one-third of their units in the Mediterranean. France, Italy and the Soviet Union are restricted to spending no more than 5% of their BRP total for SW; those two Allied powers can build only one SAC factor per year.

One further Strategic Warfare alteration makes all four unit types available to both coalitions. The Soviets can build one submarine factor each for the Baltic and Black Seas; the Black Sea unit can operate in the Mediterranean if Turkey is conquered, otherwise it is inoperable. Western allies' submarines reduce Italy's BRP level only when deployed in the Mediterranean, representing the loss of Italian shipping en route to Libya. Once the Axis are thrown out of Africa, Allied submarines can still be used for tactical combat, in the Western or Mediterranean fronts. Soviet and French ASW factors always eliminate Axis submarines on a one-for-one basis.

Germany can use ASW units only in the Baltic (Eastern Front). Tactical submarine attacks by the Allies are opposed by the 9-factor fleets' inherent ASW capability. Italy can build a maximum of one SAC factor per year and each Italian ASW factor always eliminates one Allied sub factor. On the Western and Mediterranean fronts, the Axis player must specify his target (France or Britain) for BRP reduction. Submarine attacks never reduce the Soviet BRP level, except indirectly by reducing BRP grants arriving from the Western allies. German naval units, in combat with Allied submarines, would receive a +1 DRM when attacking the subs.

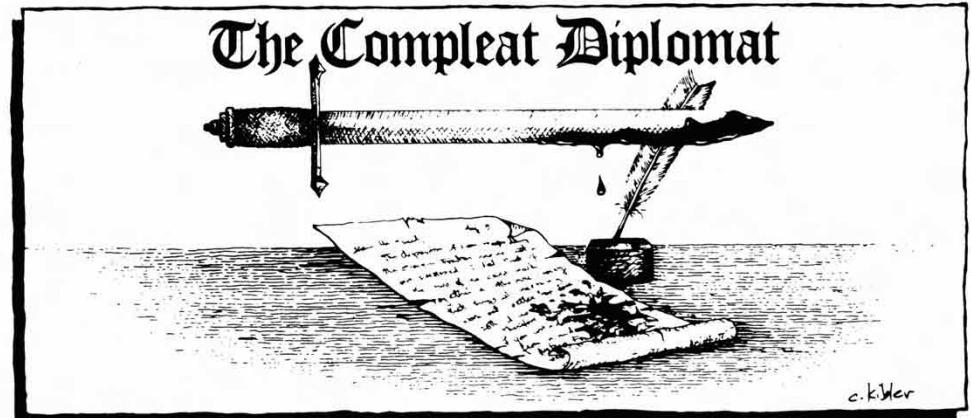
With the variety of allowable builds increased, the spending limits can be increased to 15% for Britain, Germany and the US, and 10% for France, Italy and the Soviet Union. Strategic Warfare becomes very important with these expansion rules, along with being more complicated.

Finally, an alternative to Axis variant #30 would allow the Germans to develop the A-bomb first. During the 1944 YSS, Germany can spend 15 BRPs each for a maximum of two bombs, available for immediate use. The weapon can be used against Britain, the Soviets or France, but never a US city. A city hex is designated as the target and the victims loses 20 BRPs in addition to rolling for surrender (effective on a roll of 1-3). The other Allies continue to fight—unless a "1" is rolled in which case all sue for peace.

If the Soviet Union or France surrenders, the Axis have two turns to advance and capture objective hexes formerly held by those nations. A British surrender gives the Axis automatic possession of Gibraltar and Malta, plus London and any other objective hexes that Axis units can capture, outside of Great Britain.

I expect that many players will find some of my suggestions a little overdone, but then, that's what variations are all about. It is a lot of fun.

James Gordon first gave us a look at the many THIRD REICH variant counters back in Vol. 21, No. 5 (take note you devotees). The above may be added to your game and will undoubtedly challenge a few folk to devise even more bizarre events.



THE TWO RUSSIAS

By Rod Walker

As I've pointed out before, losing a home supply center is a traumatic experience. It's also often a fatal one, especially considered in terms of eventual victory in a game. (Of course, there are exceptions; a player can lose a home center, regain it, and go on to win. In postal DIPLOMACY there is, for instance, the true story of the two-unit Italy that eventually won the game.) For the most part, it's hard to imagine anybody winning a game, or even doing well, if he's down one on his home centers.

Except Russia.

It is the peculiar nature of Russia that she can survive, do well, and even win, when minus one of her home centers. This actually happens much less often than it probably should, simply because most DIPLOMACY players are psychologically unprepared to accept a single loss and learn to play with a handicap. Too often, a Russian player who loses Sevastopol or St. Petersburg becomes convinced he can't win with that loss, or becomes obsessed with the objective of getting it back. Instead, he should be concentrating on how to play and win in spite of the loss, or even because of it.

The secret to understanding how this might be done is in understanding that there are really *two* Russias, not one. They are North Russia and South Russia. They include St. Petersburg or Sevastopol respectively, and overlap to include Moscow and Warsaw. Each one of them is itself as large as any of the other Great Powers, comprising a compact unit of three home centers. Why should the Russian players become all discombobulated simply because he's been reduced from having more home centers than anybody else to having only just as many? He shouldn't! He should immediately bend his diplomatic skills toward keeping the three centers he's still got and toward expanding in the direction still left open. He should realize he still has a lot of options left and that all is not lost. Let's go on, now, to consider each of the Two Russias separately, and consider their options.

North Russia. This configuration occurs when Russia loses St. Petersburg to the Wicked Witch of the North, England. Whereas North Russia can count on the improbability of a Turk-Austrian alliance, South Russia has got to contend with the higher likelihood of an Anglo-German alliance or even of the dreaded Triple Alliance (Eng-Ger-Fra!). In the latter instance, the only viable hope (usually) is getting Austria and Turkey to join you in an Eastern Triple. This normally stagnates the game (dullsville!), but breaking up to the Western Triple is often extremely difficult. In the case of Anglo-German alliance only, Russia does have a good option of turning England into an ally. Once St. Petersburg falls, England generally has everything she can reasonably expect out of Russia when her ally is Germany. England may be very ready to agree to favorable terms. You should offer to eliminate any northern fleet(s) you may have left and allow England to keep St. Petersburg (England would agree to occupy it only with a fleet). England's new target would be her erstwhile ally, the poor, unsuspecting Kaiser, and you will help in return for the three German home centers. England gets a very good deal here, since South Russia is virtually no threat at all, whereas Germany is a dagger perpetually aimed in her direction. The problem is that South Russia is probably offering England the game on a silver platter. You have to see what can be done, at the same time, to hobble the English drive to victory. If England/Germany are attacking Russia, it's a safe bet that France is beyond being able to do any damage (if she hasn't

make an alliance, one of the terms of which is that Turkey gets to keep it and will occupy it only with a fleet. Once that alliance is forged, Russia can help Turkey against Austria if things are relatively tranquil in the north or concentrate on a northern campaign. Russian diplomacy should also be at work trying to insure that Turkey's expansion westward is stymied by a strong Italy or France. In the later stages of the game, it may be possible to get Turkey so committed on the western front that recapture of Sevastopol and a conquest of the Balkans becomes possible. Even without that, it's possible for Russia to win the game with strong naval forces in the north and conquest of Germany, England, and France (plus a part of Austria). No, it's not going to be easy, but it *is* possible. Did I say this was going to be easy? Did I promise you a rose garden? Cherries with no pits? No, of course I didn't. I am only offering you a viable alternative to just giving up or the stupidity of beating your head against the stone wall of a strong Turkey. And believe me this situation is veritable child's play compared with the greater challenge of:

South Russia. This configuration occurs when Russia loses St. Petersburg to the Wicked Witch of the North, England. Whereas North Russia can count on the improbability of a Turk-Austrian alliance, South Russia has got to contend with the higher likelihood of an Anglo-German alliance or even of the dreaded Triple Alliance (Eng-Ger-Fra!). In the latter instance, the only viable hope (usually) is getting Austria and Turkey to join you in an Eastern Triple. This normally stagnates the game (dullsville!), but breaking up to the Western Triple is often extremely difficult. In the case of Anglo-German alliance only, Russia does have a good option of turning England into an ally. Once St. Petersburg falls, England generally has everything she can reasonably expect out of Russia when her ally is Germany. England may be very ready to agree to favorable terms. You should offer to eliminate any northern fleet(s) you may have left and allow England to keep St. Petersburg (England would agree to occupy it only with a fleet). England's new target would be her erstwhile ally, the poor, unsuspecting Kaiser, and you will help in return for the three German home centers. England gets a very good deal here, since South Russia is virtually no threat at all, whereas Germany is a dagger perpetually aimed in her direction. The problem is that South Russia is probably offering England the game on a silver platter. You have to see what can be done, at the same time, to hobble the English drive to victory. If England/Germany are attacking Russia, it's a safe bet that France is beyond being able to do any damage (if she hasn't



Continued on Page 30, Column 3

ALMOST CIVILIZED

Another Look at CIVILIZATION

By Francis Tresham

It was a rare pleasure for me to read and dissect the excellent article entitled "Quo Vadis" by Daniel Ferens in The *GENERAL* (Vol. 21, No. 6). One of the benefits of having been involved in the design of a good game is that one inevitably learns more about playing it once informed articles begin to appear on the subject. I hope anything I say will be taken as a constructive contribution to this effort and not as an attempt (which would be pointless) to steer the game along some other line. Obviously, the author has more experience in playing *CIVILIZATION* than I have, and I am well aware that styles of play change when you cross the Atlantic—but I would like to be allowed to add some further comments to his very rational analysis.

Mr. Ferens has concentrated his analysis on the two aspects of the game which present the player with simple decisions: the initial choice of race, which is made only once; and the choice of Civilization Cards with which to endow that race, an opportunity that may be exercised in any turn once a suitable level of wealth has been acquired. However, these are not decisions made in isolation. Particularly in the first case, and frequently in the second, a player's desired choice will be unavailable—having already been picked up by someone else.

Of course, Mr. Ferens makes this point clearly; but I would like to develop the theme further. One comment in particular, the assumption that a player's immediate neighbors are in play, should not be made without further consideration. In the vital early stages the objective is expansion unhindered by war (or having to funnel your people through a narrow gap at a slower rate than they can normally expand at, which may be a worse alternative). Any extra living space is now more significant than any other point mentioned and, in my mind, becomes a prime consideration when choosing a race.

Let us take a six-player game as an example. If Player 1 chooses Asia and Player 2 chooses Egypt, as suggested, that would be quite sensible—although I have some reservations about Egypt (see later). However, as Player 3, I would never then choose Assyria because there are plenty of people who don't like Africa very much, and the fourth choice would quite likely be Illyria on the grounds that if 5 or 6 chooses Italy he will swing east and if they choose Thrace he will swing west. He has a right to assume that 5 and 6 won't choose Italy and Thrace or they will all three be in a pickle. So where does this leave Player 3 if he chooses Assyria?

Quite likely dealing with Player 6, who has chosen Babylon, and now we have the dreaded funnel right from the start as we try and reach the Levant coast without too much strife. Consequently, if I was third, I would choose either Italy or Thrace knowing that someone else would choose the other and we would both hope nobody was fool enough to choose Illyria as well! The envisaged situation would then probably develop with Player 5 taking Babylon and Player 6 taking either Africa or Crete. In fact, Player 4 might well choose Babylon because he would reason that with Asia chosen and room for another player west of the Black Sea for Player 5, there are reasons to hope that Player 6 will see Africa or Crete as preferable to being the third player in the northeast corner.

Once aware of the dangers of finding oneself sandwiched between powerful neighbors, it is useful to examine the natural frontiers. These have a very profound effect on tribal areas even after *Astronomy* has

produced migrations and other people's *Civil Wars* have caused isolated groups to appear in odd places.

There are three obvious frontiers: one passing through the Sinai peninsula where two low value areas backed by city sites makes migration very slow and expensive; one through the Black Sea, the Sea of Marmara and the Aegean; and one between Sicily and North Africa. The Africans may like to think that Sicily belongs to them, but their own city sites make it difficult to garrison in the face of opposition from the north. These divisions leave three main population zones. The northeast will be occupied by the Asian, Assyrian and Babylonian tribes; the northwest by the Italians, Illyrians and Thracians; and the south by the Egyptians and Africans. Crete is effectively surrounded by boundaries but is well placed to establish a foot hold in both the northeast and the northwest. In choosing a state it is obviously beneficial to end up in a zone which contains less than the maximum number of tribes as this will greatly reduce the pressures on land and city acquisition. Players should try to contrive this if possible.

Thrace, for instance, is a poor choice if Illyria is in play; but it is a fine choice otherwise with only the Danube valley standing between its starting position and a mass of city sites to share with Crete and Asia. If Thrace is already chosen, a later player should go for Italy rather than Illyria even if Africa is in play. It is then reasonable to hope that no one else will choose Illyria, giving Thrace the vital room he needs. Thrace has another advantage relative to Illyria. The very late entry into the Late Bronze Age (shared only with Crete) makes it a worthwhile objective to acquire medium value, and useful, Civilization Cards from the start; knowing that the vital requirement of cards in three categories can be two-thirds met with *Architecture* which will pave the way for an orderly advance through *Literacy* and *Law*.

In this connection, it may even be a slight advantage to draw a fairly high value place card because once most people have settled their positions, it is possible to see which areas are least crowded. A player who has to make an early choice can only hope that everyone else will be sensible!

I feel strongly about this "shoulder room" business that I might even advise a player to choose the next but one position to one already occupied if that is possible and, if it isn't, choose Crete. If that has gone too, choose Africa. Africa is playable with Italy and Egypt provided that you get *Mysticism*, *Metalwork*, *Astronomy* and *Clothmaking* as soon as possible, advertise your services as a *Civil War* correspondent and realize that it's going to be that sort of day . . .

I agree that the Babylonian's life is difficult, but a lot of these problems disappear if there are no Assyrians (a reasonably close approximation to actual history); the really fundamental problem which remains is one that it shares with Egypt—how to get into the Early Bronze Age. This problem is entirely a matter of choice in which both alternatives are bad! If you can be *sure* that every other player is going to be delayed at least once in his advance along the AST, then you obviously elect to wait one turn until you have gained the necessary 32 population units to make the conversion of 12 of them into cities a painless business. Otherwise, you must convert when you have only 16 units on the board and then make sure you get *Mysticism*, because there is no other way you are likely to recover in time to gain entry to the Late Bronze Age

(for which you require three categories of Civilization Cards). With *Mysticism* providing two, and one of the cheap Crafts providing the other, you can do this for only 75 points outlay.

There is something to be said for treating both Egypt and Babylon as excellent choices for the beginner who is not expecting to win but who will enjoy himself without too much hassle with the neighbors in either of these locations. Also there are times when we feel like a quiet game and then these two become an obvious choice. Basically, I feel that even having to gain 1400 points at the end of the game is a less stringent requirement than having to enter the Bronze Age a turn too soon (but I would avoid them both if I wanted to win).

When choosing Civilization Cards, it is frequently found that the need to empty the treasury as much as possible or obtain a card which will probably be unobtainable next turn has a greater influence on play than the intrinsic merit of the card itself. I feel that Mr. Ferens may have overstated the case for obtaining the requisite victory points with the absolute minimum of outlay, valuable though this is. More importantly, it depends very much on the needs of your chosen people. Most of us realize that this means that nations with many low value areas should go for *Agriculture* and those who are obviously seafarers should go for *Astronomy*. What is less often realized is that those who find city building easy but who need high point values to finish—such as Babylon, Assyria, Asia and Illyria—also need to protect those cities from catastrophe. Any of the top three cards (*Law*, *Democracy* and *Philosophy*) are useful in this respect.

My own evaluation of the various cards places less emphasis on making the maximum use of their credit potential towards further purchases and pays more attention to the special requirements of different races.

MYSTICISM . . . This is the first of four cards which are almost indispensable to certain races but unimportant to the others. *Mysticism* is essential for Crete, helpful to Egypt and would help Babylon into the Bronze Age, but its low value will make it a nuisance later on. Otherwise, I would rather leave it alone; although if I were Africa I would probably pick it up if I got the chance.

CLOTHMAKING . . . While fully understanding other people's preference for *Pottery*, I like the increased mobility that comes from sailing (unless, of course, I am playing Babylon or Egypt). However, like *Pottery* it's rather cheap and, unlike *Mysticism*, these two are not so useful for their bonus values to later purchases.

POTTERY . . . As with *Clothmaking*, a card to be acquired if you badly need seven cards or another category. Most of us will end up with one or the other but only Crete and Africa should consider having both.

DRAMA AND POETRY . . . Useful when you have just 60 points available and need another card, particularly if you have not yet got *Literacy*. If you already have *Literacy*, go for *Music*.

MUSIC . . . See *Drama and Poetry* above.

ARCHITECTURE . . . A very useful card, particularly if you have not bought *Mysticism*, as it spans two categories. I consider the "80s" and "110s" as the "medium price" cards which may be bought by anybody without hindrance later on.

ASTRONOMY . . . This is the second of the four cards which are almost essential to some players but less important to the others. Crete, Africa and, perhaps, Italy really needs to sail the seas looking for spare city sites. Its great advantage lies in the scope it provides for opportunist activities (unless you are Babylon). The bonus is nice, too.

METALWORKING . . . This is the third of four cards which are sometimes vital. In this case it is the player who finds himself trapped between powerful neighbors who need the benefit of superior weaponry, particularly if he is lucky enough to buy the last card of this type and his rivals have not acquired it!

AGRICULTURE . . . People with a large number of low population level areas need this card as the fourth of the four essential cards. Its effect on Illyria, Crete and Thrace are dramatic and it is highly beneficial to Italy, Asia, and Africa as well. A point which is often overlooked is its effects later in the game on those with many city sites on high valued areas. Both the Egyptians and the Babylonians may find it so effective at neutralizing and damage done by having their cities reduced that they can follow an enthusiastic trade policy and suffer repeated *Iconoclasm* and *Civil Disorders* and hardly notice the effects. Obviously, there won't be enough *Agriculture* to go around so it should be bought as soon as possible.

COINAGE . . . I think the potential value of this card has been over-rated. It is not, in my experience, a game winner. I would rather get *Agriculture*, *Engineering* and even *Medicine* first. Having earned the ability to vary the taxation level, it is still awfully easy to get the sums wrong and then you can only blame yourself for the mess that results. There is nothing wrong with having it, though, particularly if you enjoy advanced and simultaneous mental equations.

LITERACY . . . This card, with *Architecture* which should be bought first, is the only way to reduce *Law* to a bearable price. Even so, you still need 130 odd income. I tend to consider it essential but, because there are six of them, I placed it as a lower priority than Crafts and Sciences of the same value.

ENGINEERING . . . I am glad to see this card being placed so high in Mr. Ferens order of preferences, although I must admit that I rarely manage to get it so quickly as I would like. Many people buy it to reduce the effects of being flooded, but I agree with the reasoning that it is too valuable a building brick (no pun intended) to be allowed to slip away because of its unique property of contributing to both Craft and Science. It has the potential for reducing the cost of other purchases by a staggering 120 points but it would be impossibly expensive to buy at such an early stage as to take advantage of this.

MEDICINE . . . This is another card which is often bought at a good discount, frequently just after everyone has been ravaged by plague. Strangely, its main effect seems to be in reducing the effects of other people's epidemics as it's still quite a good wheeze to land one on someone with *Medicine*, knowing that he will lose 11, but it's hardly worth specifying someone with *Medicine* as a party to your own epidemic because he will then only lose 5 and there are bound to be plenty of other players who you would rather see lose 10!

LAW . . . We all have to have it. Buy it just before you need it.

DEMOCRACY . . . By far the most valuable effect of this card is the relief it gives from *Civil War*. However, although theoretically cheaper than *Philosophy*, it may well cost an individual player as much or even more because of the lower contribution of the Craft-based credits.

PHILOSOPHY . . . If you need 1400 points to finish you will almost certainly need this and Democracy. Otherwise, you may be able to get by on one or the other, in which case *Philosophy* would be recommended because it is "worth" more and may well "cost" about the same. There are several ways in which the price of *Philosophy* can be reduced by a large amount; my own method is to hold two Sciences (at least), *Architecture*, *Literacy*, and *Music* giving a total contribution of 110 points but this is by no means the best that can be achieved if you are reasonably lucky.

To close I would like to choose four very different races and suggest possible acquisitions for them. I assume that we can all scrape together some 50 or so points in order to meet the victory conditions.

ASSYRIA. Prosperous area with surplus of sites within reach. Good land mobility. Rotten defensive position, very likely to be "sandwiched". Stiff victory conditions.

POTTERY	Cr	45	45	
ARCHITECTURE	A/Cv	80	80	(Enter Late Bronze Age-cost 125 pts)
METALWORKING	Cr	80	70	
DRAMA/POETRY	A	60	55	
COINAGE	S	110	110	
ENGINEERING	Cr/S	140	100	
LITERACY	A/Cv	110	75	(Enter Early Iron Age-cost 535 pts)
MEDICINE	S	140	100	
LAW	Cv	170	125	
PHILOSOPHY	Cv	240	140	(Value now 1175 pts)
DEMOCRACY	Cv	200	130	(Value now 1375 pts)
Totals:		1375	1030	

CRETE. Island based with serious early population expansion problems due to the need to develop ships before cities. Many low value sites within easy reach by sea. Good defensively. Easy victory conditions.

MYSTICISM	A/S	30	30	
CLOTHMAKING	Cr	45	45	(Enter Late Bronze Age-cost 75 pts)
ASTRONOMY	S	80	60	
METALWORKING	Cr	80	70	
AGRICULTURE	Cr	110	90	
ARCITECTURRE	A/Cv	80	75	
LITERACY	A/Cv	110	90	(Enter Early Iron Age-cost 460 pts)
MEDICINE	S	140	100	
MUSIC	A	60	45	
LAW	Cv	170	120	
PHILOSOPHY	Cv	240	140	(Value now 1145 pts)
Totals:		1145	865	

Egypt. Prosperous and very good defensive position. Critical progression problems, notably at start of Bronze Age. Serious flood problem. Scope for maritime adventures. Modest victory conditions.

MYSTICISM	A/S	30	30	
CLOTHMAKING	Cr	45	45	(Enter Late Bronze Age-cost 75 pts)
ARCHITECTURE	A/Cv	80	75	
ASTRONOMY	S	80	60	
DRAMA/POETRY	A	60	50	
COINAGE	S	110	70	
ENGINEERING	Cr/S	140	70	(Enter Early Iron Age-cost 400 pts)
LITARCY	A/Cv	110	70	
LAW	Cv	170	120	
PHILOSOPHY	Cv	240	120	
DEMOCRACY	Cv	200	140	
Totals:		1265	850	

THRACE. Large hinterland but remote from most city sites. Flood problem. Good defensive position. Modest victory conditions.

METALWORKING	Cr	80	80	
ARCHITECTURE	A/Cv	80	80	(Enter Late Bronze Age-cost 160 pts)
DRAMA/POETRY	A	60	55	
AGRICULTURE	Cr	110	100	
ENGINEERING	Cr/S	140	120	
COINAGE	S	110	90	
MUSIC	A	60	50	(Enter Early Iron Age-cost 575 pts)
LITERACY	A/Cv	110	70	
MEDICINE	S	140	100	
LAW	Cv	170	120	(Value now 1060 pts)
PHILOSOPHY	Cv	240	110	(Value now 1300 pts)
Totals:		1300	975	

As all these suggestions lead to entirely different results, it might be interesting to hear other people's views on the remaining five races.

Francis Tresham, for those who may be unaware of the fact, is the designer of CIVILIZATION—and one of the most innovative gamesters I've had the pleasure to meet. In his casual English manner, he seems always to have victory in hand while the rest are still sorting themselves out.

Compleat Diplomat . . . Cont'd from Page 28

been outright eliminated). A strong Austria or Turkey might be able to forestall the English, but then Russia normally has no real shot at the win. A strong Italy, if there is one, is the best bet. Another possibility is to try to switch sides and join the betrayed Germans against England. This could easily result in a stalemate position since you will have no fleet and Germany a very small one.

Of course every game is different, so the options of North/South Russia will vary. The really important thing to remember is that you *have* options after losing Sevastopol or St. Petersburg, and that you should not assume your position is hopeless. With three home centers left, you are still a major power. Granted, neither situation is an easy or simple one . . . but since when are you playing games to have an easy or simple time? It's the challenge which should interest you. If it doesn't, you're in the wrong game and maybe should be doing the Strawberry Shortcake game instead.

Next: RUSSIA: MASTER OF TWO WORLDS.

Rod Walker is Editor Emeritus of DIPLOMACY WORLD. D.W. is the only professionally published magazine in the world devoted exclusively to the game of Diplomacy. Each quarterly issue covers the Diplomacy hobby from A to Z: play-of-the-game articles, ratings, polls, conventions, humor, demonstration games, variants of Diplomacy, and much more. Recent issues have been 52 pages each, and an expansion to as much as 60 pages is planned. Subscriptions are \$12/year, beginning with D.W. #40 in early 1986. D.W.'s address is: P.O. Box 8416, San Diego CA 92102. (Please make checks payable to the Editor, Larry Peery.)



WARGAMER'S GUIDE TO THIRD REICH

It was inevitable that The Avalon Hill Game Company produce a "wargamer's guide" to the most popular grand strategic game of all time—*THIRD REICH*. After two years of effort, two master players (Marcus Watney and Larry Bucher) have produced the finest guide yet published.

More than simply a reprint of articles from the files of The *GENERAL*, this 48-page, full-color guide to the game contains many articles on strategy for the individual countries never before published. The best of earlier articles have been updated for the latest edition of *THIRD REICH* and reprinted. A four-page "Question Box" clarifies and expands upon the rules, while Don Greenwood shares with the readers a bit of the history of the development of this classic game. Tucked among the text are sidebars to add spice, covering such esoteric considerations as a Russian invasion of Turkey, calculating probabilities in combat, and a classic *3R* contest. Drafted by the best players of this grand game around, every page is filled with informative hints and tactics. If you consider yourself a *THIRD REICH* expert, you'll be impressed with the scope of this guide; if you'd like to be, you'd best get hold of a copy.

Released to acclaim at ORIGINS '85, the *WARGAMER'S GUIDE TO THIRD REICH* is now available for order by mail direct from The Avalon Hill Game company (4517 Harford Road, Baltimore, MD 21214). Cost is \$5.00. Please add usual 10% for shipping and handling—20% for Canadian orders and 30% for overseas. Maryland residents please add 5% state sales tax.



ON ALL FRONTS

More Scenarios For UP FRONT and BANZAI

By Jim Burnett

Play of *UP FRONT* and *BANZAI* is infinitely variable. That is one of the primary attractions of this unique system. No two games are ever alike, and there are no "perfect plans" to insure victory. But occasionally, a craving for a touch more historicity comes over the devoted player. For him, these scenarios and environmental rules should give him new challenges.

The four new scenarios reflect aspects of the fighting that have not yet been covered in either game. They require no new cards or counters, and are presented in the familiar format. Players should note the special rules for each careful, however, as there are several new concepts presented.

Scenario CC is a simulation of combat at the edge of the ocean during an invasion. Range 0 for the attacker is considered to be the water's edge. The defender is placed in prepared positions overlooking the beach. For the attacker, there is no retreat and for the defender, no second chance. Obviously, British personality cards may be substituted to represent the English experience. Or why not let your fancy run free and bring the Germans ashore on the beaches of Britain or the Japanese at Hawaii.

Scenario AA is set in a desert region. The terrain is considered to be essentially barren, with few extraneous features. Buildings consist of mud huts and thus do not give the normal protection afforded by stone and brick. Add armor to the mix, and this is the best representation of man-to-man combat in North Africa available.

Scenario OO, *Iow Jima*, is an island-busting scenario set in the Pacific atolls. The Buildings and Pillbox cards are representative of the caves and other previously prepared positions on the island. Digging out the defenders was a laborious and dangerous task. The threat of a final *Banzai* charge always hung over the Americans.

And, finally, fighting in the dense city environment of the large metropolitan areas was an infantryman's worst fear. Upper levels and the rowhouses prevalent in urban areas meant that cover was readily available, to both friend and foe. Offsetting this, the incidence of booby traps and snipers was quite high. Further scenarios can be readily devised to match any two nationalities—Singapore, Metz, Berlin, and so forth.

The weather rules found below may be used in conjunction with any of the scenarios. For example, after you are familiar with the play of the desert scenario, try adding the rules for Heavy (99.6) to simulate an assault during a sandstorm. Or add Deep Snow and Heavy rules to the patrol scenario to show a brush between Deitl's *Gebirgsjagers* and the Russian border guards protecting Murmansk. The possibilities are literally endless. And that is the point of this little exercise.

99. ENVIRONMENTAL CONDITIONS

These variant rules are intended for use with UP FRONT/BANZAI scenarios to represent the impact of environment on the tactical battlefield. The heat of the desert winds, the monsoons of Southeast Asia, the cold of the far north, the mud before Moscow, and the snow of the Ardennes are an important part of the history of World War II. These rules may be used in conjunction with any scenario to provide ever more variety for players.

99.1 DRY. Dry conditions are considered to be the normal conditions in the game.

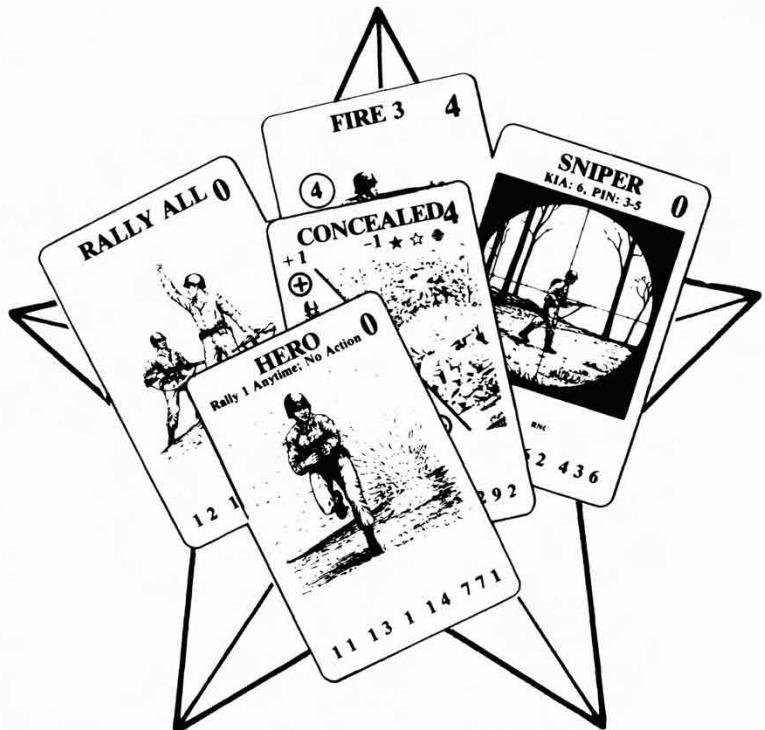
99.2 FROZEN. Extreme cold conditions prevail. Stream and Marsh cards are considered to be scenario-defined Cover cards. Entrenchment attempts are successful on a RNC draw of "5" or "6".

99.3 MUD. The bane of the modern army. A sideways Movement card must be placed before any movement card may be played to change range. Infantry Guns may not be moved. Entrenchment attempts are successful on a RNC draw of "1". Subtract one from the Fire Strength of "unboxed" ordnance. AFVs must check for bog on each Movement card played as well as each Terrain card placed.

99.4 DEEP SNOW. Heavy snowfall makes the battlefield an infantryman's nightmare. Use all rules for Frozen (99.2) and for Mud (99.3) except regarding Entrenchments; entrenchment attempts are successful on a RNC draw of "0" or "1".

99.5 LIGHT. Light conditions include light rain and snow, blowing sand, and fog. Each Fire Strength and To Hit is modified by -1.

99.6 HEAVY. Heavy conditions include heavy downpours and blizzards, sand storms, and dense fog. Each Fire Strength and To Hit is modified by -2.



CC. NORMANDY—

1st: ☆

3



1-9, 12, 16, 25, one Demolition Charge & one Radio



1-10

Remove the first Stream card and the first five Buildings cards to be discarded unused or as a RPC/RNC draw.

SPECIAL RULES:

CC.1 Neither player may move to an absolute range less than "0".

CC.2 Smoke may not be placed by the American when at Range 0.

CC.3 The Americans may not recover weapons at Range 0.

CC.4 American Personality cards may not rout if at Range 0; treat all such as KIAs.

CC.5 The American player may not play any Terrain card with a defensive modifier less than the group's current range chit. The defender may, however, discard any permissible terrain upon an enemy group at any range.

CC.6 Entrenchment attempts for the American are successful on any draw from "0" to that of the current range chit of the group.

CC.7 American troops are considered Elite. German troops are considered Volksgrenadiers.

CC.8 The defending player receives the Pillbox card prior to setup and may place it on any legal group. The German player may select a Hill card for each of his other groups.

CC.9 Minefield and Sniper cards are treated as Cover cards for the American player. Treat all Marsh cards as Cover cards.

VICTORY CONDITIONS: The American player wins by eliminating all Personality cards in the Pillbox, or if the Pillbox is vacated.

VARIATIONS: Players may wish to use these rules in other scenarios. Suitable are: D/Q, H/U, L and S.

AA. TOBRUK—

1st: + [] 3



1-10

1-10

Remove the first five Buildings cards to be discarded unused or as a RPC/RNC draw.

SPECIAL RULES:

AA.1 The Pillbox and Minefield cards are treated as Cower cards. In desert scenarios, all Brush, Stream and Woods cards are treated as Cower cards.

AA.2 All Buildings cards have one less fire strength modifier than listed (i.e., Buildings - 3 = Buildings - 2; Buildings - 2 = Buildings - 1).

AA.3 Marsh cards are considered soft sand. They may be played on AFVs, which must check for bog normally, and must also check bog with each Movement card played upon that Marsh card.

AA.4 Entrenchments are successful on a draw of "0" or "1".

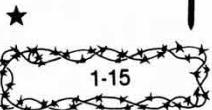
VICTORY CONDITIONS: The first player to have at least four unpinned Personality cards in one or more non-infiltrated groups at range chit 4 occupying any Terrain card or entrenchment which will reduce the Fire Strength of an attack against them is the winner.

VARIATIONS: These same rules may be used for a Tundra type terrain in a frozen area; Brush cards are in play, but no entrenchments may be made. In this instance, Marsh cards are considered powdered snow rather than soft sand.

Players may wish to use these rules in other scenarios. Suitable are: D/Q, E/T, F, H/U, L/S.

BB. STALINGRAD—

1st: + [] 3



1-4, 6, 9, 10, 17, 18, 22 & one Demolition Charge

No cards are removed from the Action Deck.

SPECIAL RULES:

BB.1 Remove all Buildings cards and the Pillbox card from the deck before shuffling. The Pillbox card will be treated as a Building - 4 card and may hold any number of men. The defender may select one card for each of his groups from the Buildings cards for his initial terrain. The attacker may then choose one card for each of his groups from the remaining Buildings cards for his initial terrain.

BB.1.1 Remaining Buildings cards are placed in a separate Draw Pile. However, remove the Pillbox card from play if not chosen, or if abandoned during the play.

BB.1.2 All Buildings cards are kept in a separate Draw Pile from which any moving group may choose a card at random for his terrain card as that group's action for that turn. These are not considered cards in the player hand. The card drawn for a group must be played on that group.

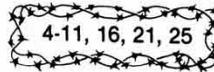
BB.2 All Terrain cards—except Buildings, Minefield, Hill, Wall and Gully cards—are Cower cards.

BB.3 Hill cards may only be used in conjunction with Buildings cards to represent Second Story Buildings. Both cards are played together as an action (the Buildings card having been drawn as per BB.1.2). Such action may be taken only after a sideways Movement card has been previously played. The group does not receive the extra defense modifier of the Hill, but does receive the attack modifier. The combination is treated in all other respects as a Buildings card.

OO. IWO JIMA—

1st: ☆ [] 3

1-9, 11, 12, 16, 19
one Demolition Charge



No cards are removed from the Action Deck.

SPECIAL RULES:

OO.1 Jungle rules are in effect.

OO.2 All Buildings cards and the Pillbox card are removed from the deck prior to play. The Japanese player sets up first; he may select randomly one of these cards as his initial terrain for one group. The remaining cards are placed in a separate Draw Pile. Note that the Pillbox card may be used for any size group.

OO.3 Initial placement of terrain may be made only upon the player's own groups.

OO.4 The Japanese player may draw and use a Buildings card at any point to play on a group as an action.

OO.5 The Japanese player may not fire with any group in Buildings or Pillbox unless he has a Movement card in place on that group or is at relative Range 5.

OO.6 The defender may infiltrate from Pillbox or Buildings cards with a one shift left modifier. Infiltration into a Building/Pillbox has a one shift right modifier applied. Close Combat in the Pillbox is allowed.

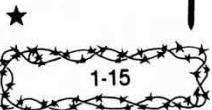
OO.7 The Japanese player may not retreat beyond relative Range 0.

OO.8 Both players may use Snipers. Minefields are treated as Cower cards for both players.

VICTORY CONDITIONS: The American player wins by breaking the Japanese squad.

BB. STALINGRAD—

1st: + [] 3



1-4, 6, 9, 10, 17, 18, 22 & one Demolition Charge

No cards are removed from the Action Deck.

SPECIAL RULES:

BB.1 Remove all Buildings cards and the Pillbox card from the deck before shuffling. The Pillbox card will be treated as a Building - 4 card and may hold any number of men. The defender may select one card for each of his groups from the Buildings cards for his initial terrain. The attacker may then choose one card for each of his groups from the remaining Buildings cards for his initial terrain.

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BB.3 Hill cards may only be used in conjunction with Buildings cards to represent Second Story Buildings. Both cards are played together as an action (the Buildings card having been drawn as per BB.1.2). Such action may be taken only after a sideways Movement card has been previously played. The group does not receive the extra defense modifier of the Hill, but does receive the attack modifier. The combination is treated in all other respects as a Buildings card.

BB.4 Gully cards are considered to be Sewers. It may be played only after a sideways Movement card has been previously played. A Black RNC must be drawn to place the Sewer/Gully. If the Black RNC is not drawn, the Gully card may be retained for a later attempt. Opposing groups do not see, nor may fire upon, groups in Sewers unless at relative Range 5 (and vice versa).

BB.5 An AFV may not overrun opposing groups in Sewers or Second Story Buildings.

BB.6 Entrenchments may only be made in Open Ground.

BB.7 Minefields represent booby traps and may be played as per normal rules.

BB.8 Wire may be placed on any opposing group, except those in Sewers or Second Story Buildings, as per normal rules.

BB.9 The attacker receives a radio in addition to normal compliment unless otherwise specified.

BB.10 The defender may not retreat beyond relative Range 0.

VICTORY CONDITIONS: The player with the most Victory Points at the end of the time limit is the winner. However, aggressive action Victory Points are awarded only to those men occupying Buildings terrain.

VARIATIONS:*Stalingrad:*

German Attack as above vs Russian Defense 3-12, 19, 20, 23-28
Russian Attack 2-9, 11, 12, 15, 22-24, 26 & one Demo Charge vs German Defense 1-10

Warsaw:

German Attack 1-10 & one Demo Charge vs Polish (Russian) Defense 1-15

German (Elite) Attack 1-4, 6, 9, 10, 17, 18, 22 & one Demo Charge (no radio) vs Partisan Defense 1, 3-15, 28

Arnhem:

German (Elite) Attack 1-3, 15, 19, 26, 27, 40 vs British (Elite) Defense 1-5, 11, 15-20

SAVING THE THIRD ARMY

Across the Suez Canal

By Jim Eliason

I was very interested to read Robert Allred's article "Sand in the Wind" (Vol. 21 No. 6) and his description of Situation A-5 (Deversoir); especially so as I was just about to submit my own analysis of this situation for publication. He obviously based his strategies on the use of all the Advanced rules plus the Smoke optional rule. Since I don't normally use the Smoke rule, I can't claim to be an expert on play using it. For those who don't use Smoke, I'd like to present my own views of this situation. The Egyptian strategy I describe here will most often result in an Egyptian victory.

For those without access to Mr. Allred's article, the situation simulates the desperate struggle on two continents (how often do you get to play a tactical game that can make that claim?) that resulted in Ariel Sharon's crossing of the Suez Canal in the 1973 war, an event that sealed the fate of the Egyptian 3rd Army. At the start of the situation the Israeli player has six infantry platoons and some jeeps already across the Canal, the better part of three armored brigades east of the Canal, plus three batteries of off-board artillery and 12 air strikes on call. The Egyptians have an infantry battalion plus supporting units west of the Canal, two infantry battalions and supporting units east of the Canal, and five batteries of off-board artillery. The Egyptians receive as reinforcements an understrength armored brigade east of the Canal and another west of the Canal during the middle third of the 20-turn scenario.

ISRAELI STRATEGY

There are two ways the Israeli player can win: drag the bridge adjacent to the canal (+15 pts), destroy the Egyptian bridge (+5 pts) [Note: the MTU-2 in the Egyptian OB was changed to a bridge on a Canal cut in the Question Box of Vol. 14, No. 3 of *The GENERAL*], write off the seven units west of the Canal (-7 pts) and lose fewer than 13 units east of the Canal. Or, alternatively they can cross the Canal in force and win by getting many units onto board C (+2 pts each). Unfortunately for the Israeli player, the decision of which of these two to pursue must come very early in the game since, if the second strategy is to succeed, units must begin crossing immediately. And if the first strategy is to succeed, very few extra losses west of the Canal can be tolerated. Against proper Egyptian play, neither of these strategies are likely to result in an Israeli victory.

EGYPTIAN STRATEGY AND TACTICS

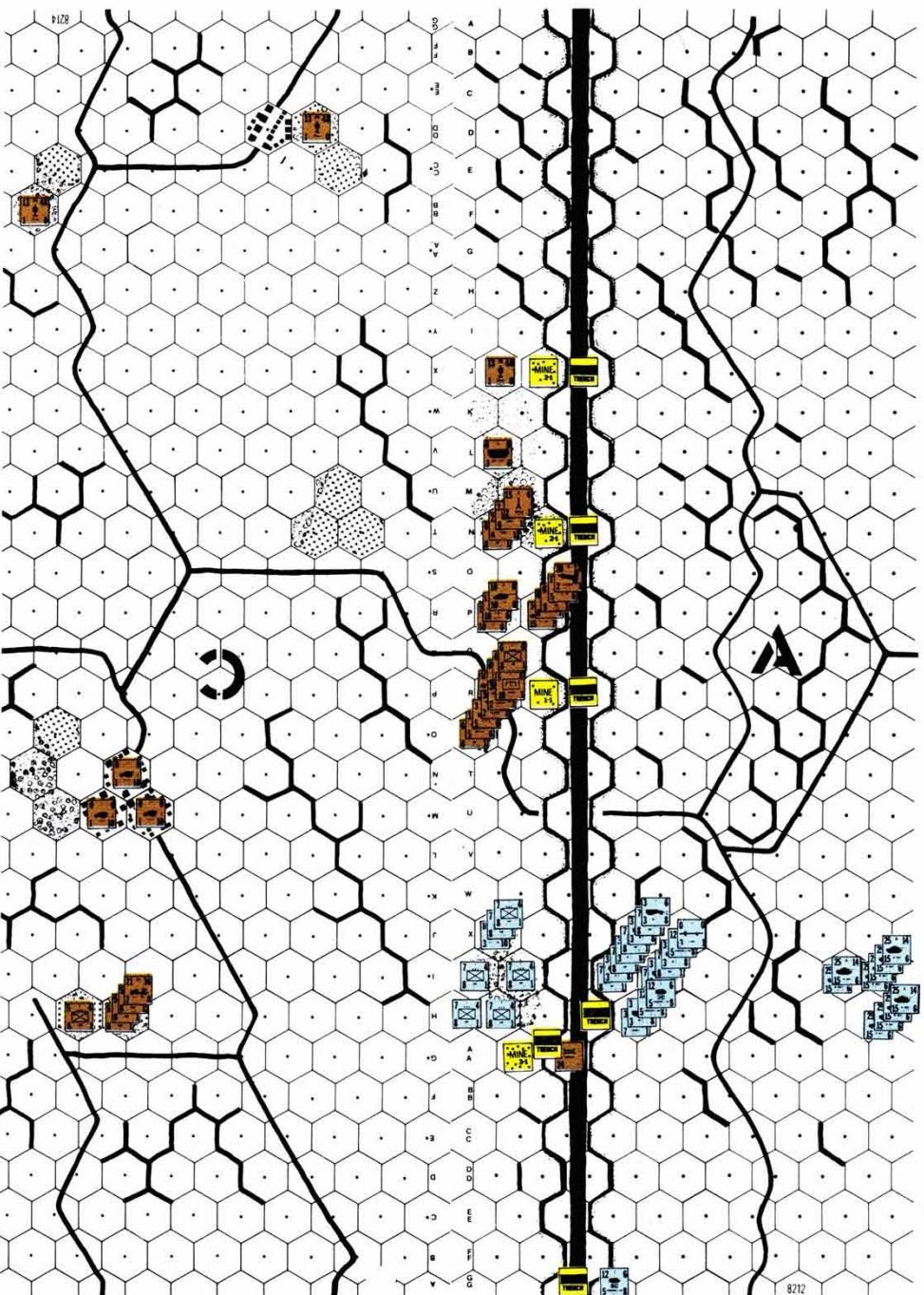
To win, the Egyptian player must prevent the Israeli bridge from reaching the Canal and defeat the Israeli forces on the west side of the canal. Failure to do either will probably result in a loss. The former is most economically accomplished by mining every third hex in the east-west road crossing board B and the three hexes immediately to the west, northwest and southwest of the bridge's starting hex. Coupled with constant interdiction fire (which does not require a spotter), the Egyptian player should be able to force the bridge (which has a movement allowance of only one) to traverse 18 hexes in 20 turns with only a two-third chance of moving each turn. Such a trek will succeed less than 6% of the time, even assuming use of the road between AU4 and AV8.

The most important part of defeating the Israelis west of the Canal is to minimize the number of units,

especially tank units, the Israelis get across. The Canal must be made as air-tight as possible, even at the cost of preventing retreating Egyptian units from crossing. Israeli tanks can cross *only* at the Egyptian bridge or the Israeli ferry. The way to prevent the Israelis from using the Egyptian bridge is to place a 3-1 minefield (obtained from Group D in exchange for two 2-1 minefields from Group B) in its western debouchment hex. Nothing can get through this minefield, and an engineer will require 36 turns, on the average, to remove it. The other three Egyptian canal cuts are similarly sealed off, with two 2-1 minefields (one of which is obtained from Group D in exchange for two 1-1 minefields) and a 1-1 minefield. Cover the trenches and/or

minefields with artillery or anti-tank guns in woods or town hexes.

The Israeli trenches cannot be mined, so they must be covered by direct and indirect fire. The primary mission of Egyptian Group D east of the Canal is to spot the Israeli canal cuts for indirect fire, thereby preventing the Israeli ferry from operating, until the Egyptian reinforcements arrive. It has been mishandled if one unit of it is still undispersed and an Israeli tank unit has crossed the Canal. If the ferry occupies a trench hex, target it for indirect fire. The ferry must leave, without transporting anything, or be destroyed. In fact, whenever the ferry is spotted, target it for both interdicting and destructive indirect fire. If the interdicting fire immobilizes it

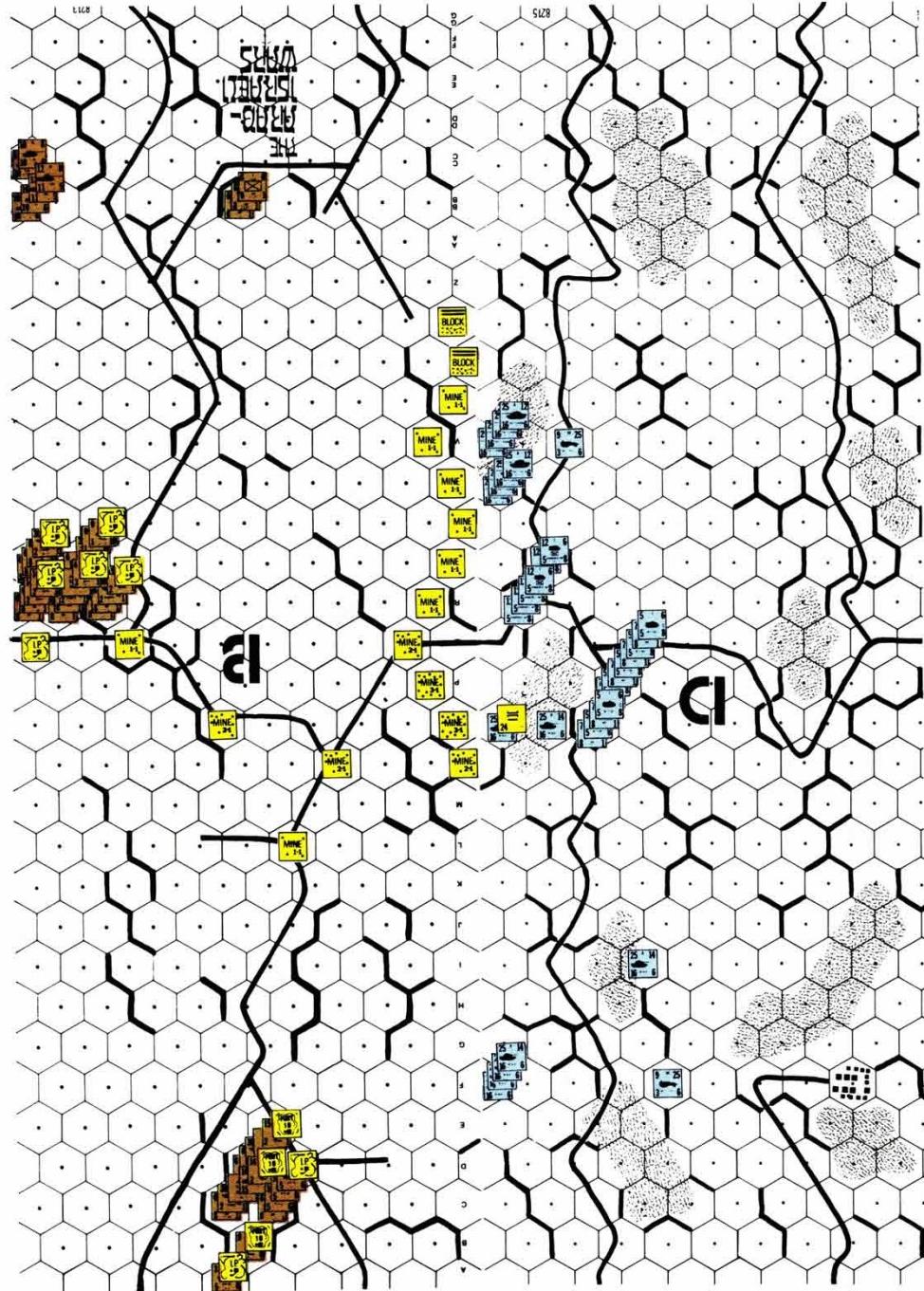


(a 50% chance) the destructive fire may eliminate it. The Israeli M113s are amphibious and some of them will be able to swim to the west despite the best Egyptian efforts. The Egyptians must try to delay their crossing and destroy them when they do cross. If the Israeli player is sending M113s across the Canal, the Israeli canal cuts should also be subject to constant interdicting fire. The interdiction-destruction combination attack can be effective against M113s too, though it is less likely to work. Use the on-board artillery for direct fire, covering canal cuts, and high priority, guaranteed indirect fire targets only, since they will be blasted by Israeli artillery as soon as they are spotted.

If the Israeli trenches are set up in hexes AZ4 (or AY3) and AGG3, put Group D in forts in hexes BB6, BC6 and BD6 and improved positions in hexes BA6 and BC5. From these forts both Israeli trenches can be seen. The Israelis can fire on the forts from only ten hexes without conferring hull-down shielding, using half firepower (against infantry) or allowing a CAT from the fortifications. If the Israelis put their trenches in any other hexes, set up Group

D in a position to spot the trenches. They will then have help for their mission since the trenches are also spotted from the woods hex at CH8. Egyptian Group D should try to survive as long as possible and destroy a few Israeli units, but not to the detriment of the spotting mission. Set up the bulk of Group C in improved positions near BR10 to provide fire support for Group D. Deploy the Group C armored units out of direct fire range. They will try to remain a "force in being" in position to launch a raid on the Israeli ferry if the Israelis fail to guard it. The infantry will advance on the ferry in an effort to divert fire from Group D. The Egyptian "fortified zone" Mr. Allred sets up with Groups C and D lets them survive longer, but it does not succeed in hindering the crossing at all, and the Israelis can afford to ignore it. The crushing advantage the Israelis have in both quantity and quality of armor will allow them to easily defend their crossing point against any Egyptian attack from the east.

Both Egyptian Groups C and D should take every chance to eliminate M113s. If M3s or Israeli infantry take up good firing positions, occasionally target



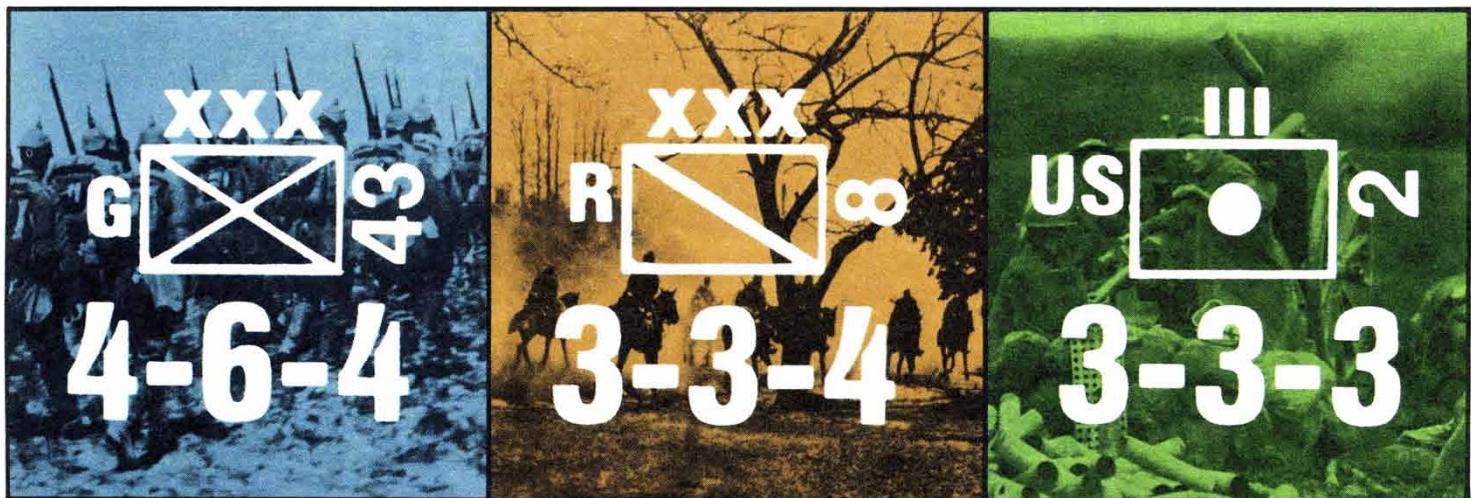
their hexes for indirect fire. Always target them if you can disperse them. If they fire, or are dispersed, they will be destroyed. Fire on tanks only if no better target is available and the units cannot improve their position by moving. Obviously, fire on the ferry if able.

While a competent Israeli player can eliminate all the Egyptian units east of the Canal with very few losses, the decisive theater is west of the Canal. If the Israelis can establish a strong bridgehead including three or four armor platoons west of the Canal, the Egyptian will have a hard time holding the game. The Israelis will eventually establish such a bridgehead, despite the sacrifices of Egyptian Groups C and D, unless an offensive is launched to crush the Israelis defending the western ferry terminus. The timing of the offensive is not crucial. It can be launched immediately by advancing the infantry from Groups A and B on Turn 1 followed by the tanks on Turn 2 or 3. If an immediate attack is desired, Group A should set up three or four commandos as close to the Israeli trench at AZ4 as possible and in a position to spot AZ3. Set up an artillery unit in CBB10, and another, possibly supported by a commando, in CH8 for spotting and direct fire on hexes AZ3 and AY1 respectively. Load infantry units into the two BTR-50s and send them around to attack from the west. March the rest of the infantry toward the bridgehead from the north, using quick march and keeping only one unit per hex to minimize vulnerability to artillery. The tanks stay in towns or woods until the infantry nears the Israeli positions; then they join the attack with the infantry. Set up Saggers in hexes AP3 and AS1 to cover hexes AX2 and AY2. Air strikes and artillery will most likely defeat such an immediate offensive, but even if this happens, the Israeli bridgehead is greatly weakened and another attack can be launched on Turn 12 with the reinforcements.

The alternative is to launch the first attack on Turn 12. In that case, set up the four commandos in the woods near CH8 and start all of Groups A and B in covering terrain. If Group D is about to be eliminated, or the Israelis use a substantial number of air strikes east of the Canal, attack the bridgehead immediately. The advantage of an early offensive is that it either diverts artillery from Group D or has a fighting chance of eliminating the bridgehead before substantial numbers of M113s can reinforce it. The airstrikes are also used on the less vulnerable SU-100s or less potent T-55s instead of on your powerful T-62s. On the other hand, a later offensive may induce the Israeli player to use up the air strikes east of the Canal and denies the Israeli player the chance to try to use M113s to shoot up the Egyptian rear areas before the arrival of the Egyptian armored reinforcements. It will also be a stronger attack—though there will also be a stronger Israeli defense.

ISRAELI TACTICS

How can the Israeli player cross the Canal against this defense? Hide the ferry behind dunes from any potential spotter. Concentrate every available unit toward eliminating Group D, but don't let any Egyptian unit get within firing range of the ferry. If the Egyptian launches an immediate attack west of the Canal, break up the attack with airstrikes but try to keep using the artillery against Group D. Always attempt to move the bridge to the Canal. You will only make it once in every 16 games or so, but you will tie up one of the Egyptian's best artillery units. Be very aggressive with the armor, and don't worry about losing a few tanks. Time is of the essence and there will soon be nothing for the tanks to do. If the ferry can't begin operations before Turn 6, the crossing will probably fail. Don't unload that infantry. Use it to fire from M113s and M3s. Don't expose M113s to anti-tank fire east of the Canal,



THE BATTLE FOR THE TRENCHES

Tactics and Units in GUNS OF AUGUST

By James M. Lutz

GUNS OF AUGUST is an intricate game with a variety of tactical nuances that appear in the play of the game, particularly in the case of the longer scenarios or the campaign game. A variety of factors affect the tactics used, including the Combat Result Table (CRT) and the results on it, the combat units, combat support units, various die roll modifications for combat that can occur, the advanced and optional rules that are chosen, and the composition of the various national armies.

Looking over the CRT

Essential to any discussion on the use of the units in *GUNS OF AUGUST* are comments on the general tactics that can be used. The CRT in many ways specifies the appropriate tactics that will be used. At first glance the CRT is one that is highly favorable to the side on the defensive. Odds of 3-1 or better (even with favorable DRMs) are necessary before there is even a chance of obtaining a DE result. An Exchange can be achieved at lower odds, but are particularly costly for the attacker since he exchanges attack factors for defense factors. However, this initial perception for the CRT is misleading to a certain extent. It is indeed a defensive CRT, but both more so and at the same time less so than an initial glance at the table might suggest.

The presence of the BD (Both Demoralized) result on the CRT explains this apparent contradiction. Attacks at less than 1-1 odds use the 1-1 column of the table with a -1 DRM. Thus, the German 1st Cavalry Division could attack the BEF (three 6-8-4s and a 3-3-3 artillery unit) at 1-1 with a -1 DRM (assuming no other DRMs due to terrain) and have a 50% chance of a positive result—one chance of a DD (defender demoralized) and two chances of a BD. On any of these three rolls the Allied player would either lose an infantry unit or the artillery unit. The German cavalry simply retreats on the BD result. On an AD (attacker demoralized) result, the retreat is again the only adverse result, and the remaining two rolls result in the elimination of a cheaply replaced unit. Assuming no other DRMs and that the defending player wishes to save the artillery unit, the expected German loss in this attack is .67 replacement factors (one-third chance of elimination of a two-factor unit). The expected Allied loss is 3.0 replacement factors (in theory, but the 6-8-4s cannot be replaced, a fact that makes them even more valuable). Substitute a stack with French

4-6-4s, and the expected Allied loss drops to 2.0 replacement factors, but still higher than the expected German loss. If a German 3-5-3 undertakes this type of attack against the French units, the expected German loss reaches 1.0 replacement factors, half of the expected Allied losses.

Attacks of the above type cannot be considered soak-offs since often their goal is to cause casualties. "Spoiling attack" would probably be a better term. Such attacks can be used to weaken an opposing army or to hurt stacks with offensive capacity. If the intent is to break up offensive formations, the CRT provides an additional advantage to the defender. Key units essential to a continuing offensive can be eliminated or demoralized before they have a chance to attack. An Austrian 2-4-3, for example, could "soak-off" against a Russian 4-6-4, two 3-5-3s, and an artillery unit. On a BD result the Allied player either loses the 4-6-4 or has three units demoralized for his combat phase and an artillery unit is lost. The result is particularly painful for the Allies if an attack against the Austrians is one factor short of achieving a higher odds column because the 4-6-4 is not available. Obviously, these 1-1 attacks (defensive attacks in the real sense of the word) will fail half the time; then the opposing player will have one less unit to deal with in his combat phase. If the unit lost or demoralized, however, is a weak cavalry unit, the defense is probably not greatly changed.

Another type of low-odds attack that may cause casualties is an attack by two weak units against an infantry stack. For example, two Russian 2-4-3s could attack two German 5-7-4s at 1-1 (-1 DRM). On an AD, they both retreat; but on a BD the German player either loses a strong infantry corps or retreats. Since two Russian units were involved, one could be eliminated and the other could advance. If only one Russian 2-4-3 attacked, the German might simply demoralize both units on a BD result and move the units back into the hex on his turn. Although they could not attack, the defensive value would be the same. With two attacking units present, the German has to decide whether he wants to preserve his units or hold the hex. If the two Russian units attacked in separate 1-1 (-1 DRM) attacks, the only way to advance into the hex would be if the first attack resulted in a BD or DD and the second one resulted in a DD (much lower odds). In any event, the German would simply retreat the

demoralized units since there would be no advantage to eliminating a single defending unit that is attacked. Such an attack with two small units increases casualties for both sides, but it can be an effective technique for weakening the opponent or capturing hexes.

The prevalence of the BD results on the 1-1 column can also help the player who is attacking. He does not have to eliminate each infantry unit in a hex in order to capture the position. Forcing them to retreat will be sufficient. Thus, two units in a stack of three infantry are attacked at 1-1 odds (-1 DRM) first, and then the remaining unit is attacked at higher odds. If the first two attacks are successful in achieving a BD or DD result, then the third attack has the possibility of capturing a hex by advancing some of the units involved in this third attack. Obviously, if an artillery unit is defending in such a hex and the object is to capture the hex, the combat unit defending with the artillery should be attacked last. While not every attack succeeds in capturing a hex, ultimately hexes will change hands as long as the offensive initiative can be maintained. Even if defending units are only demoralized, they are unavailable for counterattacks.

The CRT has another effect that can favor the defender. If a 3-1 or 4-1 attack occurs, the attacker will probably be forced to lose an infantry unit on a BD or AD result rather than have four or five infantry units demoralized, hexes abandoned, and artillery units eliminated. The defender will simply retreat on a demoralized result, and the unit is available to occupy a new defensive position. If one of the two "soakoffs" against other units in the hex failed to dislodge the defender in question, the demoralized unit can even reoccupy its old hex. The only way for the attacker to alter the costs of offense and defense is to attempt to capture one hex that places the lines of retreat for other defenders about to be attacked in ZOC. Under this condition, BD and DD results begin to work to the advantage of the attacker as a single attacking unit can retreat on a BD result with no actual casualties suffered while it is the defender that is eliminated.

In addition to the basic odds, other factors will affect the chances of success in attacks. The presence of cities, forts, rough terrain, and rivers all can add negative DRMs. The above spoiling attacks are less likely to be effective if the opponent's forces are concentrated in a hex with such an advantageous

modifier(s). One attack at good odds might be possible, but the odds for the successful soakoffs decline due to the negative DRMs. Even in the worst case, however, with a -3 DRM (the maximum possible), there is still a one-sixth chance of a BD (and a two-thirds chance of an AA or AE). Excepted losses for the attacker are now much higher, but some occasions might justify such an assault, such as an attempt to preempt the construction of a fort. A successful attack in November on the Eastern Front will mean no fort until March (at the earliest) since there are three months of snow. Thus, the risk of the lost unit may well be offset by the potential gain. (A famous poker axiom is relevant here, "even a poor bet should be made if the pot is large and the bet is small".)

The other major DRM favoring the defense are entrenchments; but to some extent their impact can be limited whereas the city and rough terrain maintain their DRMs. Since every unit attacked has to be entrenched for the modifier to apply, the comments on spoiling attacks on a stack of units hold if not all are entrenched. In a stack with units of different defensive values, the strongest unit will not be the first one entrenched in many cases. A successful BD result eliminates the entrenchment and this strong unit (unless the defender retreats the whole stack). For example, a stack with a German 3-5-3 and two 4-6-4s with one of the later entrenched on clear terrain can be attacked by a Russian 2-4-3 at 1-1 odds (-1 DRM), and a 4-6-4 might be eliminated. Another type of attack from two hexes against these defenders might be a 2-4-3 against the 3-5-3 and the entrenched 4-6-4 at even odds (-1 DRM), where a BD would eliminate the entrenchments, and a second attack by five 3-5-3s and two 2-2-2 artillery regiments at 3-1 (no DRM) on the other 4-6-4. Successful results could eliminate units or demoralize them and remove the entrenchment with units available to advance if the German chooses to retreat. The level 1 entrenchment has no effect on the combat so long as the attacks are structured correctly. Obviously, if the offensive intent is to capture the hex, the entrenchments do provide additional protection since the entrenched unit will probably be attacked individually.

Entrenchments are a mixed blessing in one other respect if units that engage in an attack lose their favorable DRM on defense (per Rule 16.31). This rule may be an optional one, but it is realistic to use since units were often most vulnerable to successful attacks when that attack was, in effect, a counterattack. (It is assumed that the unit on an entrenchment counter but not under it can maintain the entrenchment even though it does not get the favorable DRM.) Under these circumstances, the attacker is particularly vulnerable to spoiling counterattacks by the former defender. Once entrenchments start to proliferate, the decision to launch an offensive requires some thought. The defenders are strengthened by level 2 and 3 entrenchments, and any attack leaves the attacker vulnerable to counterattacks, either of the spoiling variety or ones designed to actually capture one of the hexes from which the attack was initially launched. Thus, an attack can lead to a counterattack, and if the counterattack is not disastrous, to yet another round of attacks by the original attacker. If the counterattack fails miserably, the original attacker will no doubt capture the hex that he assaulted or re-entrench his surviving units. In one sense, the game very accurately replicates the actions that led to many of the great battles covering months contesting a few square miles of ground. A DX result can be particularly devastating under these circumstances as the defenders are eliminated, but there are too few attackers left to both advance and defend the hexes from which the assault was launched. If any reserves are available to the defender, the counterattack against the survivors of the DX could be highly successful.

COMBAT RESULTS TABLE							
DIE ROLL	1-1	2-1	3-1	4-1	5-1	6-1	DIE ROLL
0	AE	AA	AA	AD	BD	BD	0
1	AA	AA	AD	BD	BD	DD	1
2	AD	AD	BD	BD	DD	DX	2
3	BD	BD	BD	DD	DX	DE	3
4	BD	BD	DD	DX	DE	DE	4
5	DD	DD	DX	DE	DE	DE	5
6	DX	DX	DE	DE	DE	DE	6

Explanation: AE = Attacker Eliminated, AA = Attacker Attrition, AD = Attacker Demoralized, BD = Both Demoralized, DD = Defender Demoralized, DX = Defender Exchange, DE = Defender Eliminated (see Rule 13.4).

Combat Modifiers:

- (-2) If defending units under Fort marker.
- (-1) If defending units under Entrenched marker.
- (-1) If all defending units occupy a rough, swamp or city hex.
- (-1) If all attacking units occupy a river hex, and none of the defending units occupy a hex traversed by the same river.
- (+1) If any defending unit is demoralized.
- (+1) For each siege artillery unit attacking units, all of which are under a fort marker—OR for every six artillery strength points.
- (+1) For each attacking tank, stossstrupen, and/or air unit.

Notes:

A die roll less than zero is treated as zero.
A die roll greater than six is treated as six.
At odds less than 1-1, the die roll is decreased by one. At odds greater than 6-1, the die roll is increased by one. All modifiers, except as specified in Rules 13.31 and 17.32, are cumulative; however, the net die roll modifiers may not total more than +3 nor less than -3.

Looking over the Infantry

Given their large number, the infantry corps are the focus of the game. These units have strong defensive values and good offensive ones. The 2-4-3 units, for example, are cheap to replace and can be difficult to dislodge if stacked two or three to a hex. The 3-5-3 units increase both the defensive and offensive values of the corps. The units with the larger offensive values, however, do not have corresponding increases in their defensive values. The expenditure of replacement points yields the same offensive values regardless of which units are constructed, but the cost efficiency in terms of defensive values varies. The 2-4-3 units have the best ratio in this regard since 200% of the offensive value is achieved on defense. In the case of the 3-5-3s, the ratio is 167%, while it is 150% for the 4-6-4s and 140% for the 5-7-4s. If four 2-4-3s are constructed, eight offensive factors are available and 16 defensive ones, while if two 4-6-4s are constructed instead, there are still eight offensive factors but only twelve defensive ones.

While the larger units are essential for concentrated offensives in most cases, the smaller ones have distinct uses. They are cheap units for soakoffs and spoiling attacks. Sometimes two small units are even better than one large one on offense. Two 2-4-3s have a chance of capturing a hex from a single defender on a BD result as one is eliminated and the other advances, whereas a 4-6-4 would be forced to retreat. Such advances can be important for cutting off retreats of other defending units yet to be attacked by surrounding them with ZOCs. These advances will also leave any surviving units out of supply for the beginning of the next turn. The unit that is advanced may also be lost, but rarely in vain. On defense, the smaller units serve quite nicely when stacked together. Against a 4-6-4 a DB result will clear the hex. An attack against two 2-4-3s faces greater defensive strength, and a single attack against both of them will not force the loss of the

hex on a BD result unless the defending player so chooses. At the very worst, the attacker will be forced to take two attacks if he wants to capture the hex, a situation that will generally lower the odds of a successful capture.

The larger infantry units also have their advantages, of course. A 4-6-4 that is entrenched is more difficult to dislodge than a single 2-4-3. The higher defensive factor also forces the attacker to combine more units to get a 1-1 odds attack against a single unit. Strong defensive values then limit the number of units remaining in the attacking hexes that can concentrate on another defender. The attacker will face the dilemma of lowering the odds for the concentrated attack or attacking the other units at less than 1-1 odds with the additional negative modifier. The larger combat infantry units can also serve well offensively in that one such unit is often able to attain even odds against a small defender (a 4-6-4 versus a 2-4-3, for example), permitting other units to concentrate on the other attacks against additional defenders in a hex. The larger units also have the extra movement point that is so critical for launching offensives with concentrated forces, plugging holes in a defensive line, and getting those extra factors to a hex so as to be able to attack on the next column of the CRT. These units are also better able to both move and construct entrenchments on the same turn. The larger infantry corps can also move two hexes in rough terrain in good weather, whereas the 2-4-3s and 3-5-3s are limited to one-hex movement. The smaller units cannot entrain, disembark, and move into enemy ZOC on mud turns, whereas the larger units can do so. This limit on the mobility of the small corps can be very important.

A mix of the various infantry units is often important. The 3-5-3 is often the best defensive unit, since only a German 5-7-4 can attack it at 1-1 odds. Except in this latter case, the attacker is forced to use two units if the desired odds are even. The 3-5-3, however, is generally too weak to be an offensive threat on its own (with the obvious exception of soakoffs and spoiling attacks where the 2-4-3s are even better). The 3-5-3s will serve particularly well as defenders for a quiet sector where the loss of a hex will not be disastrous while the larger forces are engaged in an offensive elsewhere. They can be reinforced if a threat to their sector develops.

Looking over the Cavalry

The cavalry units are useful offensive weapons for a variety of reasons. Their greater movement capabilities permit them to reach key battles and add in their offensive factors. The extremely weak cavalry units—the Rumanian, Turkish, and Serbian 1-1-4s and the German 2-2-5 cavalry division—are the cheapest units available in their respective armies to conduct soakoffs and spoiling attacks, and they have the necessary mobility to easily reach the desired hex. The cavalry also move further than their respective national infantry units in the mud, and the cavalry can traverse two rough terrain hexes (weather permitting). The German, French, and British cavalry (as well as the Austro-Hungarian 1st Cavalry Corps) are more mobile in snow than corresponding infantry units. Overall, the mobility factor will permit the cavalry to at least threaten the flanks of any defender in a fluid situation. Cavalry units can keep pressure on during an offensive, or even advance to a key position to slow the advance of opposing forces. As was the case with the larger infantry corps, the cavalry are better able to both move and construct entrenchments. They can build the entrenchments, which can then be occupied by slower moving infantry corps.

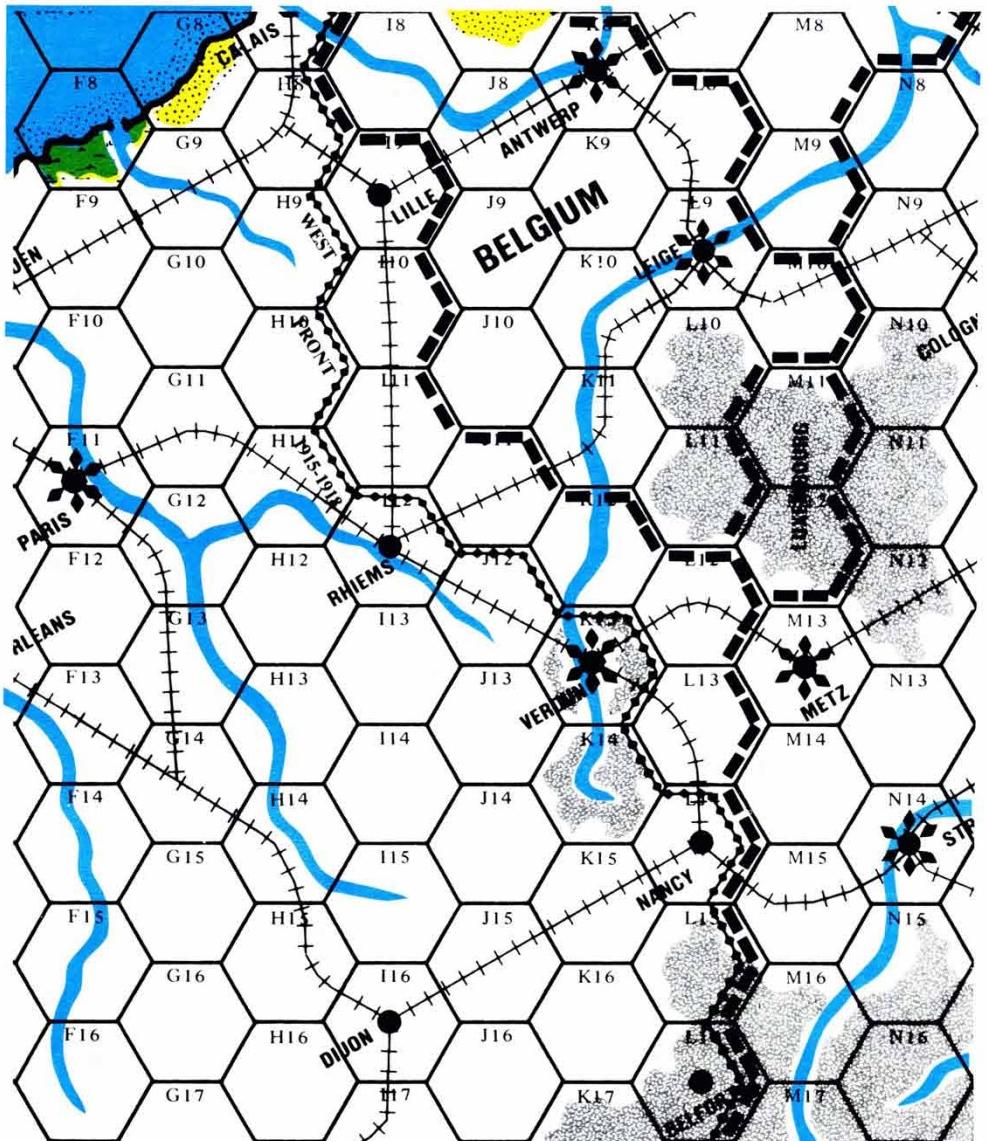
The main disadvantage of cavalry lies in their weak defensive values. A 3-3-4 or 3-3-5 cavalry corps costs as much to replace as a 3-5-3 infantry corps and provides a lower defensive strength. Even

odds are quite easy to achieve against the cavalry as a result. A 1-1-4 or 2-2-4 can be attacked and easily eliminated. If automatic victories are being used, these units become prime candidates for such attacks. Thus, cavalry are usually inappropriate units for manning a defensive position. When they are on defense, it is often wise to have them stacked with an infantry unit that has a similar defense value. It is easier to replace a 2-4-3 than a 4-4-5 if one of them must be lost on a DD or BD result. Given the greater mobility of cavalry and their weak defensive values, it is often useful to take a 3-3-4 as a casualty on an attack in a BD result rather than a 3-4-3, or a 4-4-5 instead of a 4-6-4, when a unit must be lost from the attacking force. The infantry provides greater defensive strength against possible counterattacks, and the cavalry may be brought back into play more quickly. In some cases, however, tactical considerations may require preserving the cavalry unit intact near the front lines.

Looking over the Artillery

Artillery units have both offensive and defensive roles to play. The most obvious offensive capability of artillery units is the fact that they can provide a +1 DRM to attacks when six artillery factors are concentrated in support. The British, French, American and German units are better offensively in this regard since an attack from two hexes can easily accumulate the requisite six artillery points. The Russians, Austrians and Italians require three hexes for such a concentration, and such "corners" are relatively rare on the front lines. All artillery, of course, can be important offensively in that extra combat factors are provided for an attack. Also, all artillery units, including the smaller ones, can help hold a hex that is captured by advancing with an infantry unit. Thus, they may even be included in an attack more for their ultimate defensive properties. Infantry and artillery units may combine to achieve 1-1 odds against a particular defender. A 2-4-3 and a 2-2-2 could attack a defending 2-4-3 at even odds with a better chance of success, increasing the possibility that another attack on the other defenders in the hex could result in an advance if the other defenders were eliminated or forced to retreat.

The movement factors of the various artillery units become crucial in any investigation. When surrounded by ZOCs, they in effect cannot move since they are out of supply, and moving from one clear terrain hex in ZOC to another clear terrain hex in ZOC costs three MPs. Since combat support units are not guaranteed one-hex movement, the artillery may be lost more readily than infantry units which are better able to escape such traps. The artillery can only be saved by removing the enemy units exerting the ZOC. Artillery units are extremely limited in rough terrain, particularly the 2-2-2s. In fact, in bad weather they are effectively prohibited from entering rough terrain hexes. Weather also has a great impact on the slow artillery units in other respects, and the bulk of the 2-2-2 units are on the Eastern Front where the weather conditions are worse. A 3-3-3 unit on the Eastern Front can switch hexes along the front as long as the terrain is clear. It can exit a hex on the front to a rear hex and then move forward into an adjoining front hex. New artillery units can be placed into the front lines by simply rotating existing units to adjacent hexes. The 2-2-2 units, however, are limited to one MP in snow and mud and thus require two turns to change positions on the front. The end result will be that the units often will be in the wrong hex or in the process of moving to a new hex. The greater mobility of the 3-3-3 units is probably ultimately to the advantage of the Central Powers. Mobility is often, though not always, less important on the Western Front where almost all the artillery units have greater movement factors. On the Eastern



The Western Front

Front, the German artillery have a distinct movement advantage over the Russian artillery regiments. The extra movement of British and French artillery may become important, however, if an Allied offensive is launched in the mountainous terrain of northern Italy and western Austria.

The two German siege artillery units are invaluable. They have an obvious value against forts, but they are also effective against other defensive positions. Each siege artillery regiment can stack with a regular artillery regiment. As a result, a two-hex German attack can muster a +2 DRM for a die roll. A 3-1 attack would then have a 50-50 chance of a DE result if there were no defensive modifiers. The major disadvantage to the siege artillery is their slow movement. Thus, it may be advisable to advance them after combat whenever possible to keep them in play on the next offensive turn. They may be in greater danger, but their offensive capacity is present. The lack of mobility is a greater handicap for changing fronts or for moving to another position on the same front. It will take four turns to get the 3-1-1 unit from Lille to a hex adjoining Verdun using rail movement. The present of this unit at Verdun would have to be critical for it to be left out of action for so long. Since both are required for the offensive DRM, the 3-2-2 suffers the handicaps of its slower counterpart. Given the lack of mobility of the 3-1-1 units, at times it might make more sense for the unit to be taken as a loss in combat and then rebuilt at a location in the desired locale (such as Metz if the unit is needed for an assault on Verdun).

Artillery units provide both advantages and disadvantages on defense. Their presence in conjunction with a combat unit will force the attacker to get a DE or DX against them in order to capture a hex regardless of the outcome of attacks against other units in the hex. A series of BD or DD results against a stack of defenders that includes an artillery regiment will be insufficient to capture the hex even though the combat units in question may suffer losses. Thus, the artillery units can be critical for defending key hexes. An Austro-Hungarian 2-4-3 with a single 2-2-2 artillery regiment, for example, can safely guard Trieste from an Italian offensive that only has one hex available for an attack (since the largest Italian stack contains only 11 combat factors). The -1 DRM for the city makes a DX impossible, and Trieste as a fort or with an entrenchment counter present will usually have a -2 DRM. Should the Italian ever manage to gain a second hex from which to attack Trieste, the 3-1 odds with a -2 DRM makes a DE or DX impossible. Note that replacing the 2-4-3 with a 3-5-3 accomplishes no positive purpose for the Austrian player since the odds would still be 3-1, and the larger corps would be in danger of being lost in a spoiling attack. Even if French or British units are transferred to the Italian Front, the chances of the Allies capturing Trieste are limited. With three 4-6-4s and a 3-3-3 artillery, the Allies can only gain 15-6 odds (2-1) with a -2 DRM. Similarly, Konigsberg can be defended by a 3-5-3 and any combat support unit against a

Russian attack that has only two hexes available. The largest number of combat factors the Russians can muster in two hexes is 25 (26 with the fortress engineer). Against a 3-1 attack with a -2 DRM, there is no chance of a DX or DE. Even losses to the defender have little impact since the Austrian 2-4-3 or German 3-5-3 can be replaced in the city in question as often as necessary.

The disadvantage of artillery units in a hex that is not critical is that the defender is forced to suffer some losses if he chooses to retreat. A BD result on a 1-1 (-1 DRM) attack will only cost the attacker a demoralized unit. The defender, however, will suffer the loss of a combat unit if he does not retreat or the artillery unit if he does. Thus, the expected losses may rise for the defender if an artillery unit is in the hex. As a consequence, if the decision has been made to give ground in a particular area and to preserve the army, the artillery units can be a liability. In addition, it generally may be wise to have combat support units defend with the weaker infantry unit in a stack unless the defender is attempting to limit the chances of a DE or DX. A soakoff against the unit with the artillery support will cost the attacker a smaller combat unit if a DD and BD is the result.

The potential disadvantage noted above are somewhat less relevant for the Austrians, the Russians, the Serbs, the Rumanians and Turks. The loss of the Turkish, Serbian or Rumanian artillery is usually inconsequential since they can be immediately replaced. Even Austria-Hungary and Russia are likely to quickly create all available combat support units. Thus, they can better afford to lose artillery regiments and save infantry units by retreating them if they so choose. If the captured artillery rule (26.4) is being played, there will be some lost artillery points, but oftentimes the loss will be to a country that already has a surplus of artillery replacement points available. The Russians and Austrians may at times simply be trading captured artillery points with each other. For Germany or the Western Allies, however, artillery units will generally be harder to replace since more units are available and they are more expensive to build. The 3-3-3 artillery regiments are often more valuable in combat and defense as well, limiting the potential for saving infantry at the expense of artillery. Finally, in some cases it may take time to get replacement artillery units back into important hexes on the front line.

Looking over the Engineers

The four fortress engineers in the game are essential for solidifying defensive positions. The Russians will need forts to delay the Central Powers in the East and to defend key positions, and the Russians may well have enough free units to construct forts behind the front lines to develop a defense in depth. The French can use their engineer to strengthen positions on the Western Front once the initial German push has ebbed. The Central Powers can use their engineers to build up positions on the Western Front once the main offensive has shifted to the East, and positions on the Italian Front can be greatly strengthened prior to Italian belligerency. (Hex U22, for example, is very important on the Italian Front. As noted above, Trieste can be successfully defended by a 2-4-3 infantry corps and a 2-2-2 artillery regiment entrenched in the city as long as U22 is in friendly hands. A fort in rough terrain with a -3 DRM for all attacks should be sufficient to discourage, if not defeat, any Allied attacks.)

Attempts to build forts on the front lines can, however, be defeated in many cases. In the West, either side can probably muster enough units (including two artillery regiments) to attack the weakest unit in the level 3 entrenchment or a combat unit that does not have a combat support unit. A 4-1 attack against a hex in clear terrain with a -1 DRM

for the entrenchment and a +1 DRM for the six artillery points will guarantee at least a BD result and the decrease in the entrenchment level, preventing the building of a fort. Since the fort engineer must start the turn in a hex to build a fort, the defender cannot avoid this possibility of attack. Of course, the disadvantage of such an attack is the possibility of counterattacks against the hexes from which the attack has been launched. The units in question will have suffered losses in some cases, and they will no longer have the benefit of their own entrenchment. A spoiling attack by a weak unit might cause them to lose one of the better infantry corps in the case of the BD result. In the East, it will be more difficult for the Russians to prevent an Austrian or German fort from being constructed since it is more difficult for them to achieve the necessary odds and positive DRM. On the other hand, if the Central Powers are trying to construct forts in the East, the Russians are probably in pretty good strategic shape.

The railroad engineers are very important in the game if they are being used. The railroads are vital for moving reinforcements to the front and for supply. On the Western Front and in Italy, cities are usually close enough together to make it unlikely that one side will be out of supply because the railheads have not been advanced or rail lines have been destroyed. German units advancing deep into France (if so lucky), for example, can normally trace supply to a French city that is itself within four hexes of another city. The railroads will remain important for bringing up reinforcements to continue an offensive however. In the East and the Balkans the distances between cities are greater. Skopje cannot be successfully assaulted unless the Central Powers advance the rail lines from Belgrade, although Bulgarian entry into the war will help under any circumstances. An Allied counteroffensive from Salonika will run into supply difficulties unless Sofia is captured first or the railheads have been advanced. A successful advance from the Serbian-Rumanian boarder will similarly require advancing the railheads. Odessa, Kiev and Riga are safe from a Central Powers offensive if the railroads do not change hands.

Forcing an opponent to repair a rail line by advancing into a hex containing a railroad linking two of his cities can be a useful delaying tactic. If the railroad engineers are not immediately available or if the weather is snow, the destroyed rail lines can hinder the reinforcement of a threatened sector or even limit supply. It is obvious that the railroad engineers can play an important role. The Russians in particular will find it advantageous to at least occupy as many rail hexes as possible in Germany and Austria-Hungary to force their repair. If they cannot be repaired quickly enough, any Central Powers counteroffensive will be delayed and since the weather in the East is sufficiently bad, the delay could be even more pronounced. It could even be advisable for a player to sacrifice a rear guard unit to prevent the conversion or repair of rail lines, particularly in November in the East since three months of snow will follow. The resulting supply limitations could give the Tsar's Army a needed breather.

Engineers can also be used defensively in the same fashion as artillery regiments to help maintain occupation of hexes, but if there is a need to advance railheads or convert lines or to build forts, these units should not be squandered in combat. They are too valuable to be used as mere cannon fodder. They can be used in a situation where a DE or DX cannot occur. An Austrian 3-5-3 and a railroad engineer can garrison Trieste as effectively as an infantry and an artillery unit, although the engineer probably would be more useful elsewhere. When the Russian goes on the defensive, his railroad engineers can effectively serve as defensive support and help prevent the capture of hexes. Once the Central Powers have gone over to the offensive

in the East, it is unlikely that the Russian will need them to work on the railroads.

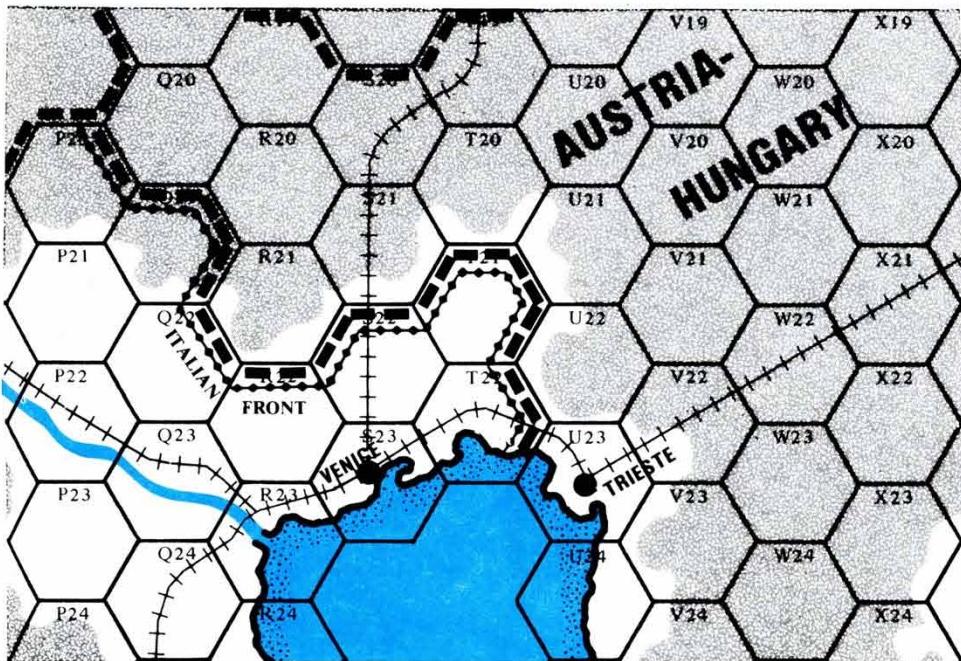
Looking over the Movement Sequence

The order of movement provides advantages to each side, and it is not clear which benefits the most. Since the Central Powers move first, they have the first opportunity of bringing replacements and reinforcements into action. Thus, temporary superiority is possible while the Allied troops are sitting in cities behind the front or waiting to embark in England. The Central Powers can also use the movement sequence to their advantage when units are traded in to create two new smaller corps. The Germans and Austrians will be able to remove a unit from the front lines for the trade if they wish and still be able to replace that unit with another before the Allies can take advantage of the opening. The Allied player, on the other hand, cannot really remove front line units for such trades since the Central Powers move first (unless the front line happens to include a city in which replacements can be brought on). The Central Powers will also have a crack at new belligerents (such as Italy and Rumania) before their armies can entrench, while new German allies will not be subjected to immediate combat on becoming embroiled. The Central Powers can also entrench first. Thus, in October 1914 the Allies are effectively weaker on defense since they will undergo attacks without the benefit of entrenchments and may have to attack in their turn against entrenched units. The Germans and Austrians should also be able to completely entrench units in hexes first, thus limiting the damage from spoiling attacks while still being able to make them.

On the other hand, there are advantages that accrue to the Allies in moving second. They can bring replacements on in cities on the front line to replace losses that they have incurred in their combat phase. As a result, the Allies can avoid some of the disadvantages that come from attacking with the resultant loss of units, since the losses can be made good before the Central Powers can counterattack. The new units will not be entrenched, but then neither would the survivors of combat. This tactic is particularly useful on the Western Front since Nancy, Belfort, Verdun, Rheims and Lille are often on the front line. In addition, the Allies have another advantage because the Allied movement and combat is before the naval phase and sea movement in the Advanced Game. The Allies can replace casualties in beachheads before the Central Powers have the opportunity for a counterattack. A potentially very important Allied advantage from moving second is that the Allies have a chance to recapture cities before the replacement phase. If the advancing units of the Central Powers are few, as will often be the case with this CRT, a counterattack could save a replacement point. The Central Powers do not have this option. If the city in question is an objective city, the successful Allied attack or counterattack could affect the outcome of the game. Admittedly, these varying advantages of the movement sequence bring about some marginally unrealistic effects for the play of the game, but the advantages to the two sides seem to even out in terms of play balance. Very awkward rules would have to be introduced in order to avoid some of the consequences of the movement sequence, and they are probably not worth the effort.

Looking over the Armies

The Minor Countries. The Armies of Serbia, Greece, Rumania, Bulgaria and Turkey are basically infantry forces. They can be fairly effective on the defense, but they are weak offensively since the standard infantry corps is a 2-4-3. These units can be difficult to dislodge when they are in rough terrain and when more than one is present or when



The Italian Front

they are stacked with an artillery regiment, but it is difficult for them to capture hexes from entrenched opponents. The infantry corps, and particularly the cavalry, are quite useful for soakoffs and spoiling attacks, particularly as replacement points often accumulate for these countries. Two of the 2-4-3s can be used against a single defender to try to take a hex on a BD result at even odds (-1, -2, or even -3 DRM) since they can be easily replaced if the attack fails. Their artillery (when it exists) is too weak to contribute offensively, but can be effective defensively, including when it advances after a successful attack. The minor armies become even more defensively oriented when they do not have other friendly units nearby. Serbia, and Turkey for a period, are cases in point. In the Balkans the minor armies operating as auxiliaries of German or Russian forces provide an extra advantage besides providing additional manpower and excellent soakoff units. Their casualties can be replaced close to the front lines whereas Russian, Austrian, and particularly German units are at the terminus of long transport lines. Units moving by rail are also effectively out of action for a turn when snow occurs (and many units in mud turns), whereas Bulgarian or Rumanian units can march to the front lines and participate in an attack or occupy the positions of other units that are then free to attack or move to flank a defensive position.

Italy. The Italian Army suffers from some of the disadvantages of the minor countries' armies even though it is much stronger. Geography is the limiting factor for the Italians. The 3-5-3s and 2-4-3s are relatively weak offensively in the face of prepared positions in rough terrain. They are also slow, being restricted to one-hex movement in this type of terrain. The 2-2-2 artillery regiments are incapable of movement in the mountains in mud or snow. The cavalry is capable of greater movement, but its weak combat factors limit its offensive threat, as well as making it a very poor defensive unit. Ultimately, elements of the Italian army may serve better in a defensive posture on the Western Front. The Italian artillery regiments are ideally suited for such defensive situations, particularly in a fort or entrenchments. A 2-2-2 unit with a 4-6-4 infantry is about as effective as a 3-3-3 regiment with the same infantry corps. The Italian infantry and artillery units might be a liability in the face of a major German offensive, but such an offensive should not come as a surprise, allowing them to be

placed in the line. The Italian infantry, particularly the 2-4-3s, should be distributed to positions where they are stacked with stronger British or French units (4-6-4s), since the Italian infantry corps are susceptible to 1-1 odd attacks by German 5-7-4s and 4-6-4s. The Italian combat units on the Western Front will also be useful for spoiling attacks and soakoffs. Using 2-4-3s and 2-2-4s for these purposes can lower the overall replacement costs for the Allies for units that are lost. In some cases the offensive combat factors of these units may also make exact 1-1 odds against German infantry corps possible, thus eliminating excess casualties as well as the -1 DRM. If Italian units are indeed transferred to France, there will probably be a need to transfer stronger Allied units to Italy.

If the Italians face difficulties in terms of offensive capabilities, they do not have major defensive problems. It is extremely unlikely that powerful German forces can be spared from the Eastern and Western Fronts, and the Austrian units have many of the same offensive disadvantages of the Italians. Venice is the only city near the front lines, and it is difficult for a Central Powers offensive to really threaten this city without detracting from operations elsewhere. Even should Venice fall, it is a long way to the next Italian city. As a result, the Italians can give ground slowly in the face of the Central Powers offensive without any disastrous consequences.

Austria-Hungary. The Austro-Hungarian Army is rather unique among the forces deployed in *GUNS OF AUGUST* in that there are three sizes of infantry corps as well as three types of cavalry corps. Austria is also "blessed" with a relatively small army compared to the other major powers, and that army will have to supply forces for the Balkan, Italian and Eastern Fronts. The Austrian army is ideally suited for neither defense nor offense if it is operating alone. There are too few large units (only three 4-6-4s and one 4-4-5) to permit many high odds attacks against defenders, and the smaller artillery regiments will find it difficult to gain the positive DRM on attacks by massing units. The army is too small to be an effective defensive force early in the game. Once it is possible to begin to trade in corps for smaller units, however, their army can be steadily expanded. Bringing the additional 2-4-3 corps into play by converting 3-5-3s will supply valuable units for spoiling attacks, increase the defensive factors available, and provide more units to man positions on the front. While the artillery units suffer from mobility and firepower problems on the offensive, the eight regiments and the three

engineers do provide important combat support units to help defend hexes effectively.

The defensive position of Austria-Hungary is not an enviable one. Three of the Austrian cities are close to enemy territory (as is Trieste, but it is relatively safe). Lemberg and Przemysl are in jeopardy in the first months of the war. The loss of these two cities will not only limit the infantry replacements available but will also reduce the ability of the Austrians to replace combat support units. If the Austrians lose these cities, are pushed back into the rough terrain south of them and then the Russians gain a foothold in this region, it will be very difficult to dislodge them. It will require time as well, a very precious commodity in the game.

The Austrian forces do have an offensive capacity, and the unit mix provides an opportunity for a variety of operations. A 2-4-3 can combine with a 3-5-3 for an even-odds attack against a single Russian 3-5-3 in an effort to capture a hex. The larger units can attack the 2-4-3 corps in the game at even odds (as would be possible in Serbia). The smaller units, both those that start the game and those that are created can be used for low-odds attacks with adverse DRMs. Obviously, the fate and use of the available Austrian forces depend on their deployment in conjunction with German forces on the Eastern Front. Two-factor Austrian corps will undertake soakoffs against Russian units while others, including German infantry and artillery, attack at higher odds against other Russian defenders in a hex. The result will be the best use of the available forces.

What is required is a division of labor between the German and the Austrian units. The Germans supply the more powerful units and the Austrians the supporting ones. The Germans may even have to send units to stiffen the Austrian defenses at a key point, but they can later be used for offensive purpose. Smaller Austrian units may also be freed up for attacks designed to inflict casualties elsewhere. The Austrian units in question could even be dispatched to the Western Front for an inexpensive spoiling attack. Total losses for the Central Powers as a whole will be reduced, and an additional German unit might be available for action on the Eastern Front from such a division of labor. In terms of casualties taken, when there is a choice between losing equivalent Austrian and German units, the strong Austrian units probably should be preserved when possible. An Austrian 3-5-3 constitutes a greater strain on Austrian replacements than a German 3-5-3 does for its replacement pool. The Austrian replacement factors are best used for the small units, while German 3-5-3s are often needed for spoiling attacks on the Western Front, particularly during bad weather when the smaller Austrian units cannot reach the necessary hexes to launch attacks. There are never enough German 3-5-3s available for soakoffs and defensive positions, but replacing them permits their introduction into appropriate sectors of the front.

Western Allies. The French contribute the largest proportion of the Allied manpower present on the Western Front. The French Army is the largest available and the French replacement rate is the highest. The large number of 4-6-4s provide both offensive and defensive strength. A single 4-6-4 is immune to an even-odds attack by one enemy unit. Three of these corps entrenched with an artillery regiment present are difficult to evict from a position when only two hexes are available for an attack. Two 1-1 attacks (with a -2 DRM for less than even odds and the entrenchment) are unlikely to succeed at the same time that a 2-1 or 3-1 succeeds against the remaining infantry corps and the artillery regiment. The presence of the German siege artillery will improve the odds for the Central Powers, but the improvement would be even greater against weaker units. Severe casualties to the French in one

month might make the hex easier to capture the following month if the entrenchment level has been reduced, but the defensive strength of these units still requires that an attack continue for two months to have a chance of victory. Cities, forts and rough terrain enhance the defensive strength of these infantry corps. Ultimately, their defensive strength is such that once the French army has become fully entrenched, German offensive progress in the West turns extremely difficult. On offense, the 4-6-4s can mass considerable firepower, sufficiently so to keep major German forces occupied on the Western Front. Even though they are a strong force, the quality of the German infantry corps on defense will make any offensive progress for the French and their allies a slow process when the Germans have had the opportunity to entrench.

The remainder of the French Army complements the main infantry core in a variety of respects. Once the artillery regiments begin to appear in sufficient numbers, the +1 DRM for attacks is easier to gain, and they also provide combat support units to prevent the loss of important hexes. The 3-5-3 corps help through sheer numbers. They may be useful for soakoffs. And, two 3-5-3s can gain a 1-1 attack against a 4-6-4, or a 3-5-3 can combine with a 4-6-4 for an even attack on a German 5-7-4. In both cases the option to advance may exist on a BD result; and no excess factors are lost on an AA or AE result. The French cavalry are mobile and equal the 3-5-3 infantry corps in terms of attack, but are far too weak to defend on the front lines.

The Belgium Army will presumably exit the conflict early. If it does manage to survive, the 3-5-3s function as do the similar French units, while the cavalry corps becomes ideal for soakoffs and spoiling attacks. The American forces are similar to the better French units. They have no unique capabilities as such. The Allied player simply has to hope that the game has not ended by the time the Americans finally begin to arrive and provide fresh troops for the final battles.

The British Army is in a special category in a number of respects. The first three infantry corps are the stongest ones on the board, but they are literally irreplaceable, as are the 5-7-4s that follow them. The Allied player must make a choice with the 5-7-4 corps. If he saves them, he can convert them in January 1915 for smaller infantry corps. Such a tactic will increase the British units available, but the elite corps will be gone. This approach should probably be followed with the 5-7-4s once they appear, since the Allies will need quantity as much as quality at this stage of the war. The 6-8-4s will have to be thrown into combat almost immediately since the pressure on the French will be very great. Such a potent striking force cannot be saved until later and left on the sidelines in the critical early months of the war. They are the only units on the board that can attack a 4-6-4 at even odds alone, an important consideration in the first months when French cities may be in jeopardy. Their superior defensive and offensive factors ensure that they will be lost on BD and DD results on defense and AD and BD results on offense when retreat is not a viable option. The 5-7-4s suffer the same disability. About the only tactic that can be used to preserve the 6-8-4s, and the 5-7-4s should they be needed, as long as possible is to stack them together so that they are not lost in a series of spoiling attacks. If they are stacked together, at least only one of them will be lost each turn. When stacked together, it is probably best *not* to stack an artillery regiment with them. If there is no artillery unit present, the Allied player will have the option of retreating without loss on a BD result. The decision to sacrifice a British 6-8-4 or an artillery regiment is a hard one to make early in the war since there are relatively few artillery units available, and they are extremely valuable on both defense and offense.

Eventually, the British Army will consist of 4-6-4 infantry corps and 3-3-5 cavalry corps. The British have relatively high quality troops; they do not have any lower-value units. This situation would not be an advantage if they fought alone, but they can combine with other units with different values. The other units would be available for spoiling attacks and other low-odds ventures. Other Allied units can also be stacked with the British to aid on defense. The Allied Cooperation Rule (26.2), if it is being used, works against the British and Americans since their units are so homogenous in nature and limited in numbers. The Cooperation Rule also makes it more difficult for the German units to work with their allies true, but it is not a major factor for the Central Powers on the Western Front.

At some point, French and British units may be sent to Italy to undertake an offensive there. The 4-6-4s move through rough terrain more readily and the cavalry can contribute mobility as well. The artillery regiments can move well, and provide the +1 DRM for attacks from only two hexes. An Allied offensive in Italy, however, is unlikely to threaten any vital interests of the Central Powers, but it might draw German and Austrian troops away from the eastern Front more readily than massive and costly assaults against numerous and well-entrenched German units in the West. Attacks in the West, on the other hand, have a greater potential for capturing important positions and provide the necessary staging points for the major Allied offensives against Germany when they do come. Ultimately, where the major Allied effort occurs will depend on the early successes that the Germans achieve or fail to achieve in the West and the progress of the war on the Eastern Front. If the Western Front has stagnated in terms of positions held and the Russians are in difficulty, an effort in Italy by French and British units plus spoiling attacks by the Italians in France may be the best means to relieve some of the danger.

The offensive capabilities of the allies in the west increase late in the game. The American divisions will supply additional manpower so that attrition battles can become effective. The British, French and Americans will also have more than sufficient artillery to throw into an offensive whereas the German artillery units available will be limited by the demands of the Eastern Front. The special offensive advantages of the air and tank units will permit effective assaults on the German positions. The tank units, while valuable, will suffer losses very quickly since one of them is removed for each combat unit lost, but their favorable DRM for attacks is vital. The only real question for the Allies will be whether the advantages gained come too late in the conflict to be effective.

Russia. The Russian Army is a large one, even massive—but it is composed of weak units. There are only three 4-6-4s available and a multitude of 3-5-3 corps. The smaller 2-4-3s are useful defensively, and the cavalry units tend to have a short life span (although they can be useful in attacks on Austrian positions in rough terrain). The 2-2-4 corps in particular are pitiful; so much so that on the front lines it is often easy to eliminate them by achieving 8-1 odds with no danger to the attackers. The 2-2-2 artillery units have the firepower and movement disadvantages already discussed above. As a result, it is more difficult for the Russians to mount high odds attacks, particularly against the larger German units. A two-hex attack with six 3-5-3s and two 2-2-2s total only 22 factors. An Austrian 2-4-3 entrenched in rough terrain and stacked with a 2-2-2 artillery regiment cannot be eliminated by this group in a two-hex attack since a 3-1 (-2 DRM) is the best possible attack. A 3-5-3 entrenched with an artillery regiment in clear terrain can only be eliminated at 3-1 (-1 DRM) on a DX result, an expensive proposition. Odds in particular battles might be improved if the Russian 4-6-4s are available and if the for-

tress engineer is thrown into the combat, but this kind of effort will only be possible for a few turns. A series of BD results can cause casualties to the defenders (and the attackers) and permit Russian progress to be made—at a cost.

Given their offensive characteristics, Russian attacks must often be a series of low-odds assaults. Casualties will mount among attacking units and some survivors might possibly be eliminated by counterattacks; but ideally significant casualties will also be inflicted on the defenders. One appropriate method of causing such casualties for the Central Powers is by capturing a hex that places other defenders in positions where they are surrounded by ZOCs. A series of spoiling attacks against these other will then have a chance of eliminating units. Russian attacks can also retreat or eliminate a defending combat unit and remove entrenchments, leaving the hex more vulnerable to attack in the following month if the weather makes it impossible for another unit to both occupy the hex and build a new entrenchment. Russian offensive tactics will require weakening the Central Powers with multiple and continuing assaults even though Russian casualties will be higher in many cases. Better odds will be possible against single units in a hex, a not uncommon phenomenon on the Eastern Front, particularly in the early months of the war. Hexes without combat support units can be assaulted with a series of low-odds attacks with the last one having a chance of capturing the hex. Spoiling attacks can also be productive in a war of attrition. The Russians will probably not have the option of going into an immediate defensive posture. Such a tactic certainly will preserve the Russian army for later, but will be made at the cost of major defeats for the allies in the West. The Austrians will greatly appreciate any lack of pressure.

Early in the game, Russian offensive capabilities are at their best. The available German forces are likely to be few in number, and the Austrian units will be vulnerable to Russian attack. The Russian replacement rate is high enough to make attrition battles effective, and the arrival of reinforcements in September and October provide additional troops for an offensive. The availability of three artillery replacement points helps resurrect combat support units relatively quickly. Until German units begin to arrive in strength, the Russian army should be able to make some headway, particularly against the Austrians. Russian attacks will effectively draw troops away from the West, performing their historic role.

Ultimately, the Russians will have to go on the defensive. The infantry corps are somewhat weak in this regard versus the Germans since they are susceptible to 1-1 attacks. Even three entrenched Russian infantry units can be battered out of a hex with two 1-1 attacks (-1 DRM) and a 4-1 attack with German artillery cancelling the defensive DRM. The presence of a large number of combat support units, however, favors a Russian defense. There are twelve artillery regiments and four engineers available to help defend hexes. The Russians are also favored by the fact that their replacement cities and rail points for reinforcements and replacements are not in immediate jeopardy. Kovno may be lost in the north, although the limited front in this area of East Prussia will make it difficult for any German offensive to make progress against large concentrations of infantry with combat support units. Warsaw is the most vulnerable city, but until it falls to the Germans, Brest-Litovsk is fairly secure since a frontal attack from the direction of Austria will normally lack the strength to push to the outskirts of the city and then be successful in attacks against a fort. The other Russian cities are far enough away from the initial front to be safe during the early years of the war.

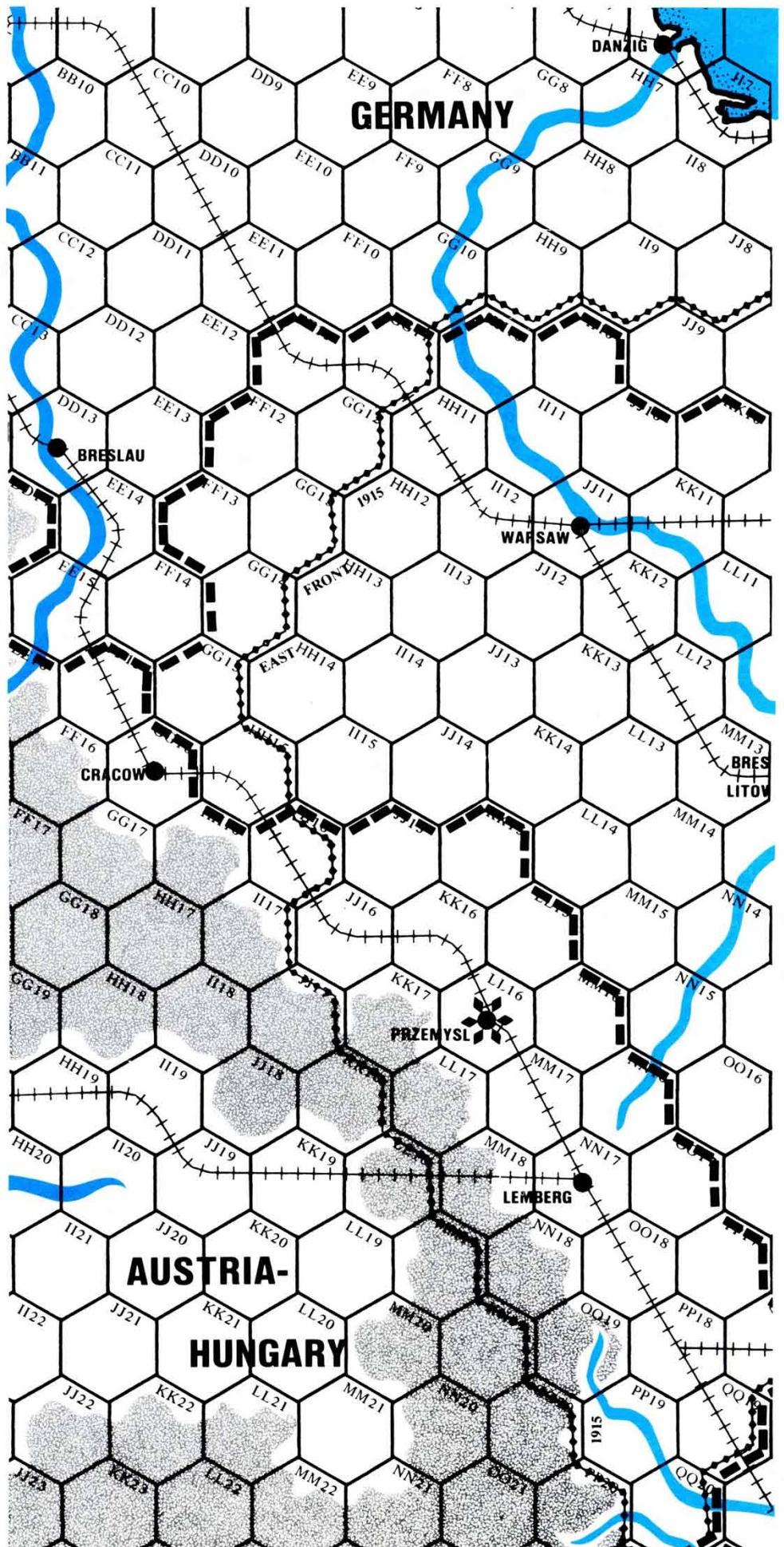
If the Russians manage to destroy rail lines in Austria early in the game, The Russian defense will

be easier later as a Central Powers offensive makes slow progress towards Kiev and will be effectively stalled during snow months since railheads cannot be advanced. The Russian will have to be careful that the Germans or Austrians do not manage to occupy a rail hex in his rear, no matter how briefly, since the destroyed railhead could create severe supply problems for him. Another disadvantage that the Russians will face on defense is that unless they can reach rough terrain south of Lemberg and Przemysl, they will be defending in open country with only entrenchments and the occasional city to facilitate their defense. Reaching the high ground becomes crucial in providing a strong base for at least a portion of the Russian defense. As much as possible, the Russians should also secure hexes near the Russian-German border. Any hex that is retained early in the game is one that the Central Powers will have to recapture when the Russian army is forced to go over to the defensive.

The Russian player will have the option of increasing the number of units available in his army by converting 3-5-3 corps into 2-4-3s. Up to a point, such exchanges can be useful since they provide additional defensive factors and more units to man the front; but these smaller units are more vulnerable to attack. The three 4-6-4 elite corps can be exchanged for 3-5-3 corps more profitably. Since the 4-6-4s are easily eliminated on BD results when retreats are not an option, they can often better serve as cadres for the creation of the additional corps. Having them in the replacement pool may even be an advantage in that they will be able to appear near hexes where an additional combat factor may be necessary or can aid in the defense of a threatened city. If they are actually in the lines at some other section of the front, they have no opportunity of reaching the desired hex.

Germany. The German Army is the most powerful in the game. At times the Russian may be slightly larger in sheer number of units, but in quality the edge is clearly with the Germans. The 5-7-4s and 4-6-4s are powerful offensive units, the best ones available in quantity. The 3-5-3 corps are useful defensive forces, particularly in quiet sectors, and they can be used in low-odds attacks since they are cheaper to replace. The artillery is plentiful, and the four replacement factors for artillery permit the expansion of the available units rather quickly. The two siege artillery regiments, as noted above, provide very special offensive benefits. If the two siege units attack in combination with two regular artillery units, the positive DRMs are very helpful. If they have the opportunity to attack an entrenched Russian 3-5-3 and 2-2-2 and a 3-5-3 that is not entrenched, 3-1 odds can be achieved against these three Russian units (with a +2 DRM). Not only is the defensive modifier dispensed with, but the positive modifiers enhance the chances of a DE and hex capture without the necessity of a separate attack against the unentrenched 3-5-3. The only bright spot for the Allied player in the face of the offensive capabilities of the German army is that it has to be in too many places at once: fighting in the West, supplying troops to protect Breslau and Konigsberg in Prussia, stiffening the Austrian army on the Eastern Front, providing a few units for the Italian Front, and perhaps sending some forces to fight in the Balkans as well.

There are a number of advantages that the individual German units have. The 5-7-4s and 4-6-4s can combine with artillery to achieve good combat odds on offense even when only two hexes are available to launch the attack. This characteristic is one that is not shared by any other army in the game. Such a two-hex attack is often capable of punching a hole in the Allied front. The 5-7-4 corps are very useful in another respect since they can alone achieve 1-1 odds against French, Russian or Italian



3-5-3s, leaving more units available for concentrated attacks against other enemies in the same hex. The plentiful German 4-6-4s (after some conversions have taken place) can attack the 2-4-3 corps of Russia and minor countries at even odds. The major offensive disadvantage of the Germans is the lack of low-value units that can be easily replaced. The 2-2-5 cavalry division is the only unit with a two-point replacement cost. Soakoffs and spoiling attacks will have to be made by 3-5-3s, which are more expensive to replace. On the Eastern Front, this lack of small units for spoiling attacks can be compensated for by using Austrians. But at times the use of Austrians in place of German forces will not be possible to any great extent since weather will limit movement. Pre-planning will help; small Austrian units can be slowly intermixed with German units, particularly once the forces of the Central Powers have pushed across the Russo-German frontier. If Austrian units are being used in this capacity, it will be easier to free up a German corps or two to defend Lemberg or Przemysl, or for duty in Serbia.

On defense the values of the German corps make it difficult for opposing forces to capture hexes, although low-odds attacks can still clear even the strongest units. The German artillery can be used in defensive roles to prevent the loss of territory too. A German 5-7-4 corps and a 3-3-3 artillery unit inside a fort is untouchable with a two-hex attack so long as any other infantry corps is also in the hex. The British and French can only muster 30 SP in two hexes. Without another unit present, the 3-1 attack with a -2 DRM and +1 DRM makes an exchange at least a possibility. With the additional infantry, a soakoff is necessary (making a 3-1 impossible for the Allies). However, the large infantry corps have the liability of representing greater losses in terms of replacement points when a combat unit is eliminated. The German player will find it essential, as a consequence, to create new 3-5-3s to both occupy defensive positions and undertake spoiling attacks or soakoffs.

In the West, if the Germans can capture the high ground (rough terrain) around Belfort, Nancy and Verdun, they will have a solid defensive position to hold when the major activity shifts to the Eastern Front. Luxembourg, the rough terrain in Germany, and the pre-war forts also aid the defense. In Italy some German units will be necessary to establish a solid defensive line. An offensive by the central Powers in this theater is probably counterproductive to ultimate victory since the gains are small. Only Venice can be captured reasonably quickly if the offensive succeeds, and it is not an objective. The rough terrain hexes and entrenchments will favor a defensive posture by the central Powers instead. Even if the Germans are pushed back towards Munich, the ground lost is not critical so long as Trieste is not in danger. Any Allied offensive will soon run into supply and movement difficulties the deeper it penetrates into the mountains. In the East, the Germans will be on the strategic defensive early against the Russians. Good defensive positions are lacking since the terrain is largely clear and the rivers follow courses that bisect the front rather than parallel it. The cities are on these rivers, making river lines even less useful. If things go badly in East Prussia as a result of a major Russian offensive, the German player may even have to rely on their sea capacity. If Königsberg is isolated, at least one unit can be supplied by sea to prevent its elimination and decreased combat factors, and one unit can also be moved into the city by sea to keep the fort and city in German hands. Ideally, the situation will not get this bad, but use of sea movement will buy time while a major German counteroffensive is being prepared. The poor defensive terrain on the Eastern Front ultimately helps the central Powers since that is the area where the war will be won or lost.

The key strategic decision the German player will have to make is when to go on the defensive in the West. Obviously, Belgium has to be neutralized and Antwerp captured as soon as possible. It is equally obvious that as long as the Germans have a chance of capturing Lille, Nancy, Verdun or Belfort, the offensive should continue. At the very least, offensive operations can be continued until October 1914 since the Allies will not have the advantages of entrenchments. Even when the front stabilizes, an offensive force in one sector is probably justified to keep the pressure on and to provide reserves that can deal with any Allied threat that materializes.

In the East the German army can apply some pressure even while it is on the defensive early in the game. The Russian reinforcements are not available for combat until October 1914; therefore, there should be some opportunities for localized attacks even though the Central Powers will be on the strategic defensive. Any hexes taken in 1914 can be important later in the game. By 1915 the Central Powers will be facing hexes occupied by three Russian corps in entrenchments. Usually, three successful attacks will be necessary to capture a hex. As a consequence, progress will be slow even if it is steady. Any hexes occupied opportunistically in 1914 will make the task of the later years much easier. There will be very few dramatic breakthroughs in the East; supply constraints will see to that if nothing else will. The strength of the German army will permit eventual successful offensives, however, and the closer to objectives that these start, the better.

Final Thoughts

As one plays *GUNS OF AUGUST*, it becomes clear that even when a successful offensive is underway, the advantage can slowly shift to the defender, even if hexes are being captured and defending units eliminated. Every DX costs the attacker more, and offensive casualties usually have higher replacement costs. As a result, the required edge in combat factors for an offensive may start to slip. In addition, the defender is often pushed back towards his replacement cities, facilitating the arrival of fresh troops to the front while offensive replacements take longer to come into play. For example, in 1914, Austrian replacements can appear at Lemberg, Przemysl and Cracow and immediately be used for offensive or defensive purposes. Once the Central Powers are on the offensive, units appearing in these cities may require two months to even get to the front. The Austrian artillery regiments in particular move slowly in bad weather. In a successful offensive the attacker will outrun his railheads, so limiting his ability to bring up replacements and supply. The Russians, for example, may capture Cracow in 1914, but during the first turn of mud or snow their units in the city will be out of supply unless Lemberg or Przemysl has also fallen. The defender, on the other hand, is invariably falling back on friendly rail lines, a situation that facilitates supply and reinforcement. The offensive player will have to make provision for the garrisoning of captured cities. The unit left behind may not represent a major decline in the forces available (particularly since it is apt to be a small one), but it is still one less to use in the attack. Thus, offensives tend to follow a natural course of movement when first started, if the die rolls are not totally unfavorable and enough strength has been committed. But then it sputters and often comes to a halt regardless of tactics and strategy. After a breathing spell, the offensive may be restarted, but the defender has had a chance to consolidate his position as well. And that is the course of *GUNS OF AUGUST*, successive offensives in the grandest strategic game.

CONVENTION CALENDAR

The *GENERAL* will list any gaming convention in this space free of charge on a space available basis provided that we are notified at least four months in advance of the convention date. Each listing must include the name, date, site, and contact address of the convention. Additional information of interest to our readership such as tournaments or events utilizing The Avalon Hill Game Company's games is solicited and will be printed if made available.

The Avalon Hill Game Company does not necessarily attend or endorse these gatherings, nor do we guarantee that events using The Avalon Hill Game Company's games will be held. Readers are urged to contact the listed sources for further information before making plans to attend.

FEBRUARY 14-17

ORCCON '86, Los Angeles, California
Contact: Diverse Talents, Inc., P.O. Box 8399, Long Beach, CA 90808. (213) 420-3675.

MARCH 1-2

BASHCON '86, Toledo, Ohio
Contact: UT-Bash, BashCon '86, 2801 West Bancroft, Toledo, OH 43606.

MAY 30-31, JUNE 1

DIPCON '86, Fredericksburg, Virginia
Contact: Ed Wrobel, 3932 Forestdale Avenue, Dale City, VA 22193.

Note: An exclusively *DIPLOMACY* event featuring the national championship.

JULY 3-4-5-6

ORIGINS '86, Los Angeles, California
Contact: Strategicon, P.O. Box 8399, Long Beach, CA 90808. (213) 420-3675.

Note: The National Adventure Gaming Convention, featuring the latest game releases and hundreds of events. Tournaments, seminars, demonstrations, and more for all aspects of the hobby.

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and get them across the Canal as fast as you can. Use a canal cut two turns in a row *only* if it is unspotted or you are sure the Egyptian indirect fire will go elsewhere. Don't expose M3s to anti-tank fire either, and fire them only if they were unspotted or if you feel lucky. The Egyptian artillery is waiting. Use M3s mainly to overrun dispersed infantry and artillery, and to ambush Egyptian infantry trying to attack your crossing point. Utilize the split move and fire religiously. If you must have units in a spotted hex two turns in a row, make sure they are tanks. Keep a couple of tank units on slopes on Board D to spot hexes west of the Canal and dump long range fire on Egyptian Group D.

In practice, the Israelis will seldom be able to breach the Egyptian defense I've described. Egyptian threats to the Israeli bridgehead from Groups A and B and threats to the ferry from Group C cannot be ignored and can be defeated only at the cost of letting Group D survive till about Turn 8. In a typical game, the Israelis get two tank platoons across the Canal before the T-62s reach the bridgehead on Turn 13 and the Israeli bridgehead is crushed by combined tank and artillery fire. Around Turn 15, more than 80% of the Egyptian units have been destroyed and the Israelis have the east side of the Canal to themselves, but the Egyptians control the western side of all the canal cuts. The last five turns see the Egyptians hunting down and eliminating the rest of the Israeli units on the west side, and blasting any Israeli units foolish enough to try to cross the Canal.

If faced with this defense, the Israeli player will do best to select the first strategy mentioned above and hope that dismal luck on Egyptian interdiction attacks lets the bridge reach the Canal in time. Since this is very boring (as well as unlikely to work) I suggest conceding a minor victory to the Egyptian.



PROBABLY THE LONGEST DAY

American First Turn Strategy on OMAHA Beach

By Steve Piotrowski

I'm sure a question that crosses most wargamers' minds at one time or another is "what makes one general better than another?" Phrased differently, but with essentially the same meaning, "what makes one wargamer more successful than another?" In life, a commander relies heavily on intelligence reports to decide upon a strategy. In wargaming, one can study the game mechanics in order to formulate a strategy that can be successful most of the time. This gives the game player that much sought-after "edge" or "advantage" over his opponent that could mean the difference between winning and losing. In this article, I have tried to analyze strategies for better play of THE LONGEST DAY using probability and statistics.

As a follow-up to a first article (Vol. 21, No. 3) dealing with Allied first turn strategy, I devised a computer program that will allow each game player to evaluate his own strategy on Omaha Beach on the first turn of the campaign game. Illustration One shows the situation as it exists on Omaha Beach on June 6th. The importance of Omaha Beach cannot be underestimated since it is the only real variable beach in the game. If Omaha is healthy, a strong Allied game follows; while if Omaha dies, most Allied players will concede defeat and begin a new game. It is for this reason that I decided to write a definitive work on the Omaha Beach landing. The computer program itself is in Basic and was originally written on a Radio Shack Model I TRS-80 but later modified to run on the Honeywell CP-6 system at the Royal Military College of Canada in Kingston. The programming itself can easily be modified to fit any other microcomputer that uses Basic. Because of the statistical nature of the program, the more repetitions of the first turn cycle that are completed, the more accurate the final results will be. For this reason, if any user has machine-language capability, it should be used here.

How the program actually works is this:
Step 1: Input all air and naval designations relative to the success of the Omaha Beach landings.

Step 2: Input whether or not the Rangers will land at Pointe-du-Hoc or at DOG GREEN.

Step 3: Input how many repetitions of the first turn cycle are to be completed (1000 is the recommended number).

Step 4: The computer goes through the turn sequence of June 6th from the Air-Naval Phase to the Beach Assault Phase over and over again using your designated strategy and stores the results after each "game".

Step 5: When the routine is complete, the results of the test are displayed. The number of times that each beachhead (hereafter BH) was obtained can then be shown in chart form. The average number of BHs is also displayed along with the percentage of games that three or more BHs were achieved. Both of these numbers are important indicators of how successful the strategy really was. Also shown in chart form is the individual success of each beach landing box.

Using this program, a player may choose many different options and test to see if that option showed any significant change in the average number of beachheads achieved. The program takes into

account all factors affecting the landing such as: disruption of German units due to Allied bombardment (refer to the Bombardment table in the game), German coastal gun fire (see same), the DD Calamity Table (in the game), beach assault combat attacks, ZOC from undisrupted German coastal strongpoints and modifications to the combat die roll for single and double disruption.

It was found that by repeating one test several times, the results were always within 3% of each other. This means that to be able to say that one strategy is "better" than the other, the results must be at least 3% higher. In statistical terms, you can be 95% certain that two tests with the same strategy will give the same result within 3%.

Allied step losses are not taken into account here since the most important part of this turn is actually getting the beachheads themselves. Therefore, at 5-to-1 (or equivalent) odds, the German coastal strongpoint is assumed to be destroyed. Although triple and higher disruptions are possible, they are so rare that their effects on the overall performance would be negligible so therefore, the maximum disruption effect is double disruption.

The actual program itself is not presented here because of space limitations and the fact that it is 356 lines long. However, the program printout is available from myself for those who wish to examine the program for accuracy or for those who wish to test some of their own strategies with the program. [Those interested in a printout of the program can contact Mr. Piotrowski at 22 Mercer Avenue, Kitchener, Ontario, Canada N2H 1X2.] From here on, I shall discuss the results of my personal tests using many various strategies.

Fourteen "tests" were performed using this program and the results are displayed in Table 1. For each strategy explained below, the number of beachheads gained is shown (along with the average number and the percentage of times that three or more can be expected). Shown too are the number of successes among the 1000 tests of each strategy for each landing site and the number of times MKB LONG is disrupted. Yes, this is a lot of data to examine all at once, so I will interpret the numbers and try to explain exactly what they mean to the average LONGEST DAY player.

ANALYSIS OF STRATEGIES

1) First strategy used was a test example or a control test. It uses no air or naval power at all and it is immediately apparent that this strategy is not recommended. Perhaps this strategy relates to the reader what might have happened on D-Day had the

2nd Canadian Infantry Division not gone in at Dieppe two years earlier. Obviously, the lessons learned there were beneficial to the Allies in 1944. Remember, while looking at the table, that 1000 repetitions of every strategy were used. Also, I decided not to send the Rangers in at Pointe-du-Hoc since even someone foolish enough to use no naval or air power would not be foolish enough to waste the Rangers on cliffs that have no coastal guns waiting to be destroyed at the top.

2) Strategy two was used to see the immediate benefits of well-placed naval gun fire allocations on June 6th. The placements used are the following: naval bombardments—DOG GREEN: one rocket, 18 CAs, six DDs; DOG RED: one rocket; EASY GREEN: two rockets, four DDs; EASY RED: five BBs, 26 DDs.

FOX GREEN is not hit with naval guns since its ZOC is independent of the success of any other beach. These were my standard naval bombardment allocations used in most of the tests unless otherwise stated. In real games, you have the advantage of seeing the results of your rocket fire before using your regular bombardment factors. Therefore, you should use two rockets on each of DOG GREEN and EASY RED first to see if you can save your "automatic" and the "24-shot" for other beaches. Single disruption is what is desired most to negate the strongpoints' ZOC. Therefore, the priority list for disruption on Omaha is as follows: EASY RED, DOG GREEN, EASY GREEN, DOG RED, and FOX GREEN.

3) Strategy three was used to see if spreading out the naval gunfire was superior to concentrating it in large groups. The naval bombardment allocation was as follows—DOG GREEN: one rocket, six CAs, ten DDs; DOG RED: one rocket, six CAs, four DDs; EASY GREEN: one rocket, six CAs, four DDs; EASY RED: one rocket, five BBs, 20 DDs. This strategy was not overly effective, probably because the -1 modifier of the strongpoints played a greater role on the overall effects of the bombardment. EASY GREEN was the only individual beachhead improvement. In fact, of all strategies tested, this was the strategy that resulted in a BH on EASY GREEN most often. The reason for this is because a heavier naval strike on DOG RED negated the ZOC more often than the standard allocation. However, it seems that the standard allocation is superior to spreading out the naval bombardment across the beaches in the long run.

4) The fourth strategy was an attempt at seeing the benefits of heavy air bombardment. It was used without any naval bombardment so that it could be compared directly with the first strategy above. It



Illustration: Units that affect the success of the landing are shown here. Note that MKB LONG is in a position to fire on Omaha and most of the British beaches. Also note that the coastal guns west of Omaha can fire on the Utah beach landing boxes as well as on Omaha.

is fairly noticeable from the results that the air bombardment alone does not have a tremendous effect on the number of BHs gained. This allocation of air units does have its advantages though, such as assisting neighboring beaches in lowering the bombardment columns. It also gives the Allied player a little bit of control over his own destiny. If he can knock off a couple of German guns before the German player ever rolls, the anxiety of the phase will certainly have diminished.

5) I have fully discussed the advantages of my strategy in my first article (Vol 21, No. 3). For those readers who don't have the allocations, they are as follows: air bombardment—MKB LONG: 16, 10/1716: four, 2/1260: four, 9/1716: one; air units for attack—FOX GREEN: two; naval bombardment: standard allocation above.

6) This is Jim Burnett's strategy (as per Vol 19, No. 1 of The GENERAL). I realize that this strategy was formulated for use with the invasion scenario, but most of it is applicable to the campaign game and there are many allocations used that are unnecessary, or at the very least not very efficient. I felt compelled to present some type of "proof" or "hard data" after reading his article that this was not the way the air and naval resources should be allocated. His allocations are as follows: air units for attacks—DOG GREEN: 14, EASY RED: five; naval bombardment—8/1716: five BBs, 26 DDs; DOG GREEN: two rockets, 18 CAs, six DDs; EASY RED: two rockets, six DDs. The decision to land the Rangers at Pointe-du-Hoc is a controversial question but in my opinion, has a fairly clear answer. NO. It doesn't help the American player much to clear out the strongpoint at the Pointe and eliminate 8/1716 coastal gun to open the road to Isigny on June 6th if the rest of the beach has been wiped out. The main emphasis on June 6th should be placed on getting those beachheads, not deciding what you are going to do with "the chickens before they are hatched". Landing the Rangers at DOG GREEN frees eight air factors for duties in other more critical areas. If it's a successful landing on Omaha, the Germans are going to be in trouble anyway, so why put the landing in jeopardy for a possibility of some glory (very little) on June 7th.

Getting back to the strategy itself again, the use of 31 American naval factors on 8/1716 is very clearly a waste. This is the major reason why the average number of beachheads for this strategy is so low. Okay, it is a well known fact that at least one factor of German coastal fire must be neutralized to lower the bombardment table on Utah Beach. Naval bombardment on 8/1716 should be used only as a last resort to lower the gunfire, and even then should be fired at by British naval gunfire traced from the Isigny port box (not historical—but it is allowed in the rules). The first thing tried should be air bombardment on 10/1716, 2/1260 and 9/1716. If all three attempts are unsuccessful, then there is always the chance of disrupting 1/1261 (if it is not already eliminated by descending paratroopers). If this fails too, (unlikely), then shoot at 8/1716—but not before.

One last word about this strategy. Since the average number of beachheads for this test was 2.485, and three or more BHs were achieved only 47.5% of the time, don't "expect" three beachheads using it.

7) This is Dan Thompson's strategy as per his opposing view (Vol. 21, No. 3 of The GENERAL). His allocations are as follows: air bombardment—MKB LONG: ten, 10/1716: one, 2/1260: one, 9/1716: one; air units for attack—DOG GREEN: eight, FOX GREEN: two; naval bombardment—standard allocation except that automatic is on DOG GREEN and one rocket and 24 naval factors go on EASY RED.

Dan's strategy is quite reasonable except for a couple of points. First of all, the Rangers shouldn't

TABLE 1: Results of Tests

Strategy	Beachheads							PDH	Successes					MKB
	0	1	2	3	4	5	Avg		Dog G	Easy R	Fox G	Long Dis.		
#1	229	321	154	224	37	35	1.62	29.6%	0	428	309	510	221	156
#2	51	143	249	269	203	85	2.68	55.7%	0	550	621	518	468	528
#3	60	168	270	283	164	55	2.48	50.2%	0	529	596	592	351	420
#4	193	325	168	242	33	39	1.71	31.4%	0	471	334	490	226	193
#5	40	124	219	284	199	134	2.88	61.7%	0	535	646	560	492	647
#6	56	189	280	243	151	81	2.48	47.5%	547	647	659	491	345	345
#7	36	142	281	256	182	103	2.71	54.1%	557	689	727	492	309	498
#8	38	133	250	286	193	100	2.76	57.9%	0	588	652	541	470	512
#9	15	115	235	273	221	141	2.99	63.5%	546	546	626	540	543	361
#10	8	89	203	300	237	163	3.16	70.0%	0	669	672	507	521	789
#11	7	91	214	284	235	169	3.15	68.8%	0	637	643	533	552	791
#12	27	149	215	274	221	114	2.85	60.9%	0	533	638	544	449	671
#13	22	105	241	295	213	124	2.94	63.2%	0	530	635	550	480	749
#14	27	103	240	287	206	137	2.95	63.0%	0	636	661	517	535	604

land at Pointe-du-Hoc and secondly, the automatic should be on EASY RED as opposed to DOG GREEN. Sure, Dan's strategy is very strong on the western part of the beach; but as you move eastward, things get worse very quickly. Statistically, it is more favourable to the landing as a whole to go automatic on EASY RED. Dan's air bombardment placement is questionable but at least he has realized the importance of MKB LONG (probably after playing TLD with me for quite a while). Also notice how much improvement there is on FOX GREEN over the sixth strategy above by just adding two air factors for direct attack support. This will be discussed later in detail.

8) For the test, air factors were placed on the coastal strongpoints for air bombardment to see if the extra disruption effects would be useful. Allocations were: air bombardment—DOG GREEN: ten, DOG RED: four, EASY GREEN: four, EASY RED: four, FOX GREEN: four; naval bombardment—standard allocation. Some interesting results here but still nothing startling and nothing to make me change my mind about the best way to use air units.

9) After much deliberation, I decided to come up with a strategy for landing the Rangers at Pointe-du-Hoc. I don't recommend using it, but it is here for those of you who are still not convinced of its drawbacks. After all, if you're going to do it, you might as well do it right. Air bombardment—MKB LONG: four, 10/1716: four, 2/1260: one, 9/1716: one; air units for attacks DOG GREEN: eight, EASY RED: five, FOX GREEN: four; naval bombardment standard allocation. The decision to use so many air units for attacks on the strongpoints will be discussed in the next strategy.

10) As still another test option, I decided to try stripping air units off of air bombardment duty to use them for direct attack support. Allocations were: air bombardment—MKB LONG: ten, 10/1716: one; air units for attack DOG GREEN: six, EASY RED: five, FOX GREEN: five; naval bombardment—standard allocations.

Well, it was very surprising for me to see the dramatic success of this type of placement. The average number of beachheads jumped above the three level and the percentage of games with three or more BHs rose to 70%! There seem to be many advantages to this strategy. It is very strong on both DOG GREEN and FOX GREEN, which should speed up the process of German coastal gun destruction (MKB LONG and 9/1716). Yet, there is still a fairly respectable contingent of ten air factors for air bombardment on MKB LONG, which should keep the British player happy (unless you roll a "3" on your air bombardment die roll, then you'd better be prepared for some abuse). All in all, this is the type of result that I had hoped for.

That is, discovering the best use of the air and naval resources using this program without having to die on the beaches and learn by trial and error in a real game.

11) I felt it was worth trying to modify strategy ten in order to increase the benefits of air units for attacks even more. Allocations for this modification were: air bombardment—MKB LONG: four, 10/1716: four, 2/1260: one, 9/1716: one; air units for attacks—FOX GREEN: six, EASY RED: five, FOX GREEN: six; naval bombardment—standard allocation.

The results were not as favourable as expected but are still very comparable to strategy ten. This strategy gives a good chance (5% of the time) of disrupting at least one coastal gun that can hit Utah Beach. Its disadvantage is that the chance of disrupting MKB LONG is reduced. The extra one factor on FOX GREEN does very little here but it could not be helped because there are a limited number of LB-1 counters. If you could break down an MB-2 into two MB-1s, then the extra factor could be utilized somewhere else such as on 3/1260. It was a choice between either four or six factors on FOX GREEN and it had to be six.

12) This strategy was used to see if spreading the air bombardment allocations around had any significant effects on how successful the landing was. The only change from my air bombardment strategy (#5) was that only ten air factors were placed on MKB LONG, but the extra six factors went on 10/1716. Statistically speaking, this should give better overall disruption of the guns. The results were somewhat indecisive proving that the change had very little effect on the outcome.

13) This is basically strategy twelve again except that the one factor of air bombardment usually reserved for 9/1716 joins in with the attack on FOX GREEN to increase combat odds there when the DD tanks flounder. There is a noticeable improvement on FOX GREEN even with this single factor. This is worth noting.

14) The last test was another modification of air units for attack. The allocations were: air bombardment—MKB LONG: four, 10/1716: four; air units for attack—DOG GREEN: six, EASY RED: five, FOX GREEN: two; naval bombardment standard allocation.

I was expecting to see the EASY RED attack perform better than it did here. It did perform well enough, but I don't think it is worth placing the extra six bombers for direct attack support. Those factors can be put to better use on FOX GREEN and for air bombardment.



Dear Mr. Martin:

Thanks for the review on the *BANZAI Series Replay* (Vol. 22, No. 2). We take our lumps as they come. We actually didn't find anything that didn't sound like a better idea in all of what you wrote. (Exception: Jim would still go with the 4-4-2-2 set-up against the Japanese—but agrees with the 3-3-3-3 vs. the German). We think that you really need more firepower in sections, at least against the Japs. The results of the game in giving an inordinate amount of attention to the two-man groups has been the norm for me and I don't like to try for two-man transfers with the movement-poor American hand. Even at long range out of harm's way, this is still a disadvantage since the Jap can use the time to move to RC 3.)

It occurs to us that one thing we did not, and perhaps could not, convey in our comments was the psychological pressure which accompanied the game. It is hard to explain out of context the emotions which are generated when you are facing an opponent with whose play you are familiar and who is using every bluffing technique in his power to make you believe what is not so; especially since he defeated you in a previous game with cards he may be only pretending to have now. Many decisions were based on avoiding recurrence of past experiences rather than on cold logic. (This is, of course, the great attraction of the game: that you are really playing against your opponent and not just the system and the rules.) Add to this the extra demands of a Series Replay game; that is, recording everything that happens and attempting to make lucid comments on your actions while trying to avoid the appearance of being a fool in front of a large segment of the wargaming public. It is easy to feel overwhelmed by the sheer number of decisions to be made in a finite length of time. It strikes me that this continuous struggle to maintain a semblance of control over events as the game rushes headlong to conclusion is as close as you can get to the actual tension and confusion of combat without being a target and in fear of your life. That's certainly as close as I care to come. My morale and panic values are low enough as it is.

In short, we enjoyed it. Thanks again for your efforts.

Ron Whaley
Concord, Tennessee



Dear Mr. Martin:

Myself, along with other *DIPLOMACY* players are thrilled that you want to use our articles from "Masters of Deceit" to publicize the game in The *GENERAL*. As you can tell by my article, I really believe that women can play *DIPLOMACY* as well as any man. I was turned off to it at first, but once I got involved I became addicted.

I, personally, think that Avalon Hill and other wargaming companies should do more to change the image that only men are interested in wargames. Women can play games like *DIPLOMACY*, and play them very well. I myself have been in the hobby for over seven years. At first, I was alone; but now, females are no longer a rarity. No, we aren't the majority yet, but there are enough of us to prove that you have an entire selling market that Avalon Hill has yet to reach. Everything is male oriented. What about doing more to promote females in this "macho" world of gaming?

By this time, you are asking yourself who is this person. My credentials will not impress the average male, but maybe they will get through to you. In the *DIPLOMACY* hobby, I am a very well-known player, a past custodian of the Orphan Service, a past Boardman Number Custodian, and currently the editor of "Diplomacy World". I really believe that The *GENERAL* could do more to promote women in wargaming.

Kathy Byrne
Flushing, New York



Dear Rex:

First, let me thank you for directing me to Bill Peschel's attention. I've enjoyed seeing my material printed in *HEROES*, and I hope to someday be able to submit articles for your consideration, too.

But, I've another reason for writing to you just now, a reason provoked by the Richard Sajeki letter on Page 45 of Vol. 22, #1. I once wrote a letter not unlike that myself. I'm not personally involved in the controversy over your publication of *ADVANCED SQUAD LEADER*.

Letters to the Editor . . .

I lean more toward what Richard Berg calls the "slash and bash" games. Do you remember when your then competitors at SPI replaced their old set of ancient/medieval tactical games with a new, updated set? At the time I had just finished acquiring the older set, and when the new one came out I was, to say the least, very perturbed.

I wrote them a letter similar to Mr. Sajeki's—in self-defense, not quite that volatile—scolding them for their actions. I rather hope now that the letter was thrown away without being read. Not only have I realized that my attitude was immature, but I subsequently underwent an awkward experience. I discovered that I didn't like the new as nearly as much as I liked the old set. So what was I doing complaining when I already owned the set I liked? What difference did it make to me if they wanted to publish a new set, one that would appeal to people who perhaps didn't like the old one? The company was hardly in business for my sole amusement.

Obviously, I had reacted before learning what the situation was. I think that may be happening to a lot of *SQUAD LEADER* players just now. *ASL* may be a new and improved version of the old game—I'm sure many people will vow you've improved on a classic—but there are going to be a lot of players who won't like it as well and who will prefer to keep on playing their old favorite. Certainly Avalon Hill won't stop them from playing it. To carry on your General Motors analogy, an '85 Chevy may be the newest in state-of-the-art equipment, but there are a lot of people who'd still rather have a mint condition '57 Chevy.

I think that this should be brought to the attention of your readers. Before they allow themselves to be carried away with outrage, *SL* fans should take the time for a close, hard look at *ASL* . . . and then decide if there's anything to get outraged about, after all. Even if you don't print my letter, I hope you'll mention to your readers that there was someone else out there who reacted precipitously to a situation similar to what they're now faced with, and has since regretted it.

Craig Barrett
Las Vegas, Nevada



Dear Mr. Martin:

I recently read your article in AH Philosophy 119. I knew that many wargamers played sports games, but I had no idea that number did. The reason I'm writing this letter is to address the lack of publicity your line of sports games receives in The *GENERAL*. Agreed, The *GENERAL* is a wargaming magazine. People subscribe to it to read about your wargames. But think for a moment of the injustice you're doing to your readership and yourselves.

With the demise of *ALL-STAR REPLAY*, Avalon Hill has no vehicle to deliver its line of sports games to the general public. Not only did *ASR* have articles on the sports games, but it had a section for advertising sports leagues. This section was very valuable to readers who enjoy playing sports games and for those who wanted to start a league for their favorite game. Trying to set up a league is hard. Trying to maintain it, replacing drop-outs and to expand it is almost impossible without proper advertising.

What I'd like to suggest is that The *GENERAL* allocate a section to the advertisement and news of the sports games of Avalon Hill. Also, I'd like to see a section devoted to the advertisement of leagues using Avalon Hill's sports games. This wouldn't take away from The *GENERAL* that much and it might allow other wargamers to find out how exciting your line of sports games really are.

Kevin Combs
Greenbelt, Maryland

Actually, I've always considered the "Opponents Wanted" section on the back cover open to advertisements for sports leagues, just as it currently carries many advertisements for wargames clubs. I heartily welcome any league secretaries to advertise their organization there-in, so long as they abide by our regulations on format and content and cost (printed alongside the advertising). As for carrying informational

*material/articles on the sports games within these pages, I imagine that this would demand two-to-four pages—similar to the space devoted to single sports article in *ALL-STAR REPLAY*—per issue of The *GENERAL* on the average. I'm not sure that, given complaints voiced in the past over space devoted to non-wargame titles by the vocal members of the readership, this would not stir the ire of those who would see it as "stealing space from the wargames". However, I am willing to consider the matter. Those readers who have a strong opinion, one way or the other, on our printing occasional articles on the sports games are invited to write and let me know your views.*



Dear Rex,

I wish to thank you, as well as the rest of the staff of The *GENERAL*, for publishing my article "Two Steps to TOBRUK" in Vol. 22, No. 1. There are two clarifications I wish to make concerning the method of calculating "direct distances".

First, the formula that appears in the article is " $S = \sqrt{H^2 + HD + D^2}$ " (page 16). The actual passage should read " $S = \sqrt{H^2 + HD + D^2}$ ". Also note that the square root is taken after the values are summed, and is not intended to be the square root of H^2 (which, of course, is simply H) plus HD plus D^2 . This should all be obvious to anyone familiar with finding the hypotenuse of a right triangle.

Second, there was some confusion over the method used to determine H and D . The term "line" refers to a line of hexes (for example, a hex row). Also, the point where the two lines for a 120-degree angle is the hex where the two lines meet such that there is exactly one hexside between the hexesides which the lines go through. Finally, although the term "horizontal line" is used, neither line may be horizontal from the player's viewpoint. It does not matter which directions the lines appear to be, so long as they meet at a 120-degree angle. Either line may be arbitrarily "horizontal" or "diagonal".

Please note that the three-dimensional system will work with *AIR FORCE* and *DAUNTLESS*, as well as any other game where the vertical (height, depth, or altitude) distance from the firing unit to the target is known. However, in games where the height levels are abstracted instead of defined as actual distances above "ground level" (such as in *PANZERBLITZ* or *SQUAD LEADER*), the three-dimensional formula cannot be used.

Don del Grande
Greenbrae, California



Dear Editor:

After seeing several articles over the last few years which attempt, in a rather stop-gap, piecemeal fashion, to perfect *TOBRUK*, I have taken this occasion to write. Lorrin Bird's idea of perfection is an easier, playable *TOBRUK*. I personally favor realism over playability in wargames, and I often modify a game system when it seems incomplete or oversimplified. *TOBRUK* is extremely limited in scope and it is for this reason that it can incorporate such a high degree of realism without requiring a 600-page rulebook. I feel that the "realism versus playability" issue which plagues *SQUAD LEADER* has no place in *TOBRUK* because, despite everything, *TOBRUK* is a playable game—if only by virtue of its limited scope.

True, the state of the art has passed *TOBRUK* by—but not by much—and that's counting ten years. Only a few changes to the infantry rules, the elimination of the game's few compromises (such as the "universal" Area Impacted Tables), and perhaps some simple command control rules would bring the game to the state of the art of 1985. It is ironic that Mr. Bird's latest article dealing with the target aspect definition mentions nothing about playability and proceeds to disgorge realism with every word. It is an excellent article, in my opinion, especially as it encourages the historical tactic of approaching the enemy at a slight angle rather than head-on; but it seems an inconsistency coming from Mr.

Bird, from whom one might have expected a simpler, more streamlined variant such as introducing the 12-point facing system found in other games.

As for Mr. del Grande's idea about actual distance as opposed to hex distance, far from being "highly realistic", the hexes are only a very slight distortion and any attempt to include actual distance over them for firing must also include rules correcting for diagonal hex movement (whatever that is). I'm just glad there are no more squares.

Jeff Schumaker
Boise, Idaho



Dear Generals:

I was saddened to hear of the demise of the *Victory Insider*; but in a way, it was inevitable. Your editorial staff seemed determined to doom it from the beginning.

Hiding the 8-12 page *Insider* in the middle of a 30-40 page *GENERAL* was an unusual method of boosting *Insider* readership. Printing Avalon Hill's alternate game counters and discount coupons in the already cramped *Insider* was yet another nail in the coffin. Would The *GENERAL* print two or three pages of GDW or SPI propaganda in its pages? I doubt it!

Graphic design in the *Insider* was not bad. It was *invisible*. And the articles themselves might have provided careful explanations of strategy and tactics . . . but they were as dry as the Sahara. Not the spark or humor in many *GENERAL* articles. There's no sense in reinforcing the popularly held opinion that wargamers are boring!

Victory Games deserves better. Many of its games are award-winning designs. When I play *Civil War or Vietnam*, I feel like I'm a real commander—instead of just pushing cardboard squares around.

Why not an independent Victory magazine? It will work—but only if you don't continue to use the Neanderthal marketing tactics that all wargaming companies seem to practice.

Eddie Bricknell
Dallas, Texas

I am constantly amazed that readers can leap so quickly to such telling judgements on the slimmest of knowledge. Mr. Bricknell displays that ability to excess, since not a single point he so tartly hammers home has any validity. Indeed, most are directly contrary to the situation involved in producing the Victory Insider as I explained them in AH Philosophy Part 106 (Vol. 21, No. 4). It seems that he either misread or didn't read that explanation, leading him to firmly place foot in mouth.

*First, before proceeding further, I should reiterate that none of the staff of The *GENERAL* had any hand in producing the Victory Insider. Indeed, until printing each issue, I did not see any of the articles, layout, artwork, or other esoterica devoted to the "mini-mag" of our sister company. Bill Peschel, working under some of the difficulties I explored in that Philosophy, labored long and hard to produce the *Insider* and any supposed failings you discern are readily understandable. Given the distances involved in producing a magazine devoted to a limited line of titles by a company with design offices in New York while dealing with typesetting, camera, art and printing departments located in Baltimore—I think he did a fine, and seemingly thankless—job.*

*As to "hiding" the *Insider* within The *GENERAL*, I must have missed something these last eight issues. The *Insider* was included as a bonus insert, detracting from the 48-page count of The *GENERAL* not one whit. I certainly have no intention of devoting a few pages to the products of other game companies, nor have I done so now. Our *GENERAL* insert carrying variant material relating to current articles as well as the usual forms and coupons, if Mr. Bricknell had cared to look at the page numbering of the *Insider*, were not part of the "mini-mag" nor did they take any space away from it. In two issues only were all three items bound together—The *GENERAL*, the *Insider*, and the *GENERAL* insert—and this more for convenience than any editorial decision.*

*I am very pleased that Mr. Bricknell so approves of Victory Games' line of wargames. And, as he is, I am disappointed that the *Insider* is being ended. However, as to why NOT a Victory magazine, I would direct him—and others with a similar desire to see one—to Mark Hermann of Victory Games (43 West 33rd Street, New York, NY 10001).*

THE QUESTION BOX

PANZER LEADER

Q. The Allied M16 is indicated as being an "I" type weapon on the counter but is listed as an "H" type in the Unit Function Table. Which is correct?

A. It is an "I" type weapon.

Q. May an armored unit set up in a hex that has all green hexsides and no road?

A. No. A unit may not set up in a hex that it could not enter during play, unless the scenario specifically states otherwise.

Q. May a non-vehicular unit set up under a bridge?

A. Yes, simply place a bridge counter on top of the unit declared to be under a bridge.

Q. May a unit under a bridge use CAT against an enemy unit on the bridge?

A. No.

Q. May a unit move from under a bridge directly onto that bridge?

A. No. It must first enter a non-stream hex.

Q. May a ground unit spot for an air unit?

A. No.

Q. If one unit fires from a woods or town hex and is spotted, may other unspotted units in that hex then be fired upon?

A. All units in that hex would be vulnerable to indirect fire, which would have to both divide its attack factor normally among them (rule VII.C.10.a-b) and treat them as armored targets. However, only the firing (i.e., spotted) unit could be attacked by direct fire. Note that if more than one spotted unit is together in a town hex, their defense factors must still be combined (and treated as armored) against a direct fire attack. Any unspotted units in that hex would be ignored for that attack.

Q. May an overrunning unit use the road movement rate prior to entering the target hex?

A. No. It cannot use the road movement rate during that turn.

Q. May a unit that is spotting move to a hex with a blocked LOS and then to a hex with a clear LOS, retaining spotting of the same unit with no penalty?

A. Not if the moving unit was the only friendly unit that had a LOS to the enemy unit.

Q. If an engineer is destroyed while participating in the bridge demolition sequence, must another engineer unit wishing to blow the bridge start the sequence again from the beginning?

A. Yes.

Q. If an engineer's designated vehicle is eliminated, can it use another engineer's vehicle? A. Yes; however the new vehicle cannot be assigned to the engineer until the owning player's next turn.

Q. When an engineer moves onto an inverted mine counter must it undergo a mine attack?

A. Not if that engineer unit was the one clearing the minefield.

Q. While clearing a minefield hex, can an engineer move to another hex adjacent to that minefield without interrupting its removal sequence?

A. No! Except for spotting, any engineering task it is engaged in (rules XA, XB and XC4) is its sole allowed action during the time period of that task. If it interrupts its task to perform some other action (such as moving or firing), it would have to begin that task anew. Of course, it is still allowed to move as required by the bridge demolition rules.

GUNS OF AUGUST

11.23 In the Design Analysis for *GUNS OF AUGUST* in Vol. 18, No. 3, the addition to the rule seems to be flawed. By implementing this rule as stated, the forces of some nations will be out of supply as soon as they enter the war; others will be placed out of supply should enemy troops cut the railline between the only two cities therein. Is this rule correct?

A. No. This rule has since been completely rewritten to read: *A friendly supply source is any controlled city in a friendly or conquered country. A city continues to function as a supply source until all adjacent, non-neutral land hexes are either occupied by, or are in the zone of control of, an enemy unit.*

UP FRONT

5.61 Is the Relative Range only decreased by one even if the groups in question are A and D?

A. Yes.

14.3 and 33.1 Can a man be wounded as a result of a sniper attack? If so, would column "7W" of the RNC used to resolve the sniper attack be checked *anytime* a man is removed due to the attack?

A. Yes. Not if a KIA is generated by a RNC number lower than a "6".

18.21 and 33.3 Can primary weapons of unpinned and/or wounded men be exchanged?

A. Yes.

AH RBG RATING CHARTS

The following games are ranked by their reader-generated overall Value rating. Further aspects of reader response to our titles are indicated by the ratings in other categories. By breaking down a game's ratings into these individual categories, the gamer is able to discern for himself where the title's strengths and weaknesses lie in the qualities he values highly. Readers are reminded that the Game Length categories are measured in multiples of ten minutes (thus, a rating of "18" equates to three hours).

WARGAME RBG

Title	Overall Value	Components	Completeness of Rules	Playability	Authenticity	Shortest	Longest	Year	Sample Base
1. GI	2.02	1.93	10	3.01	3.38	1.88	12.84	35.33	1982 264
2. COI	2.06	1.95	9	3.29	3.13	1.99	11.61	29.27	1978 532
3. 3R	2.21	2.67	10	3.81	3.40	2.73	25.94	69.24	1981 273
4. COD	2.23	1.97	10	3.12	3.08	1.85	12.15	30.20	1980 224
5. TRC	2.29	2.53	4	2.52	2.12	3.11	17.44	37.74	1976 540
6. SL	2.31	2.09	8	3.48	2.87	2.45	10.17	27.90	1977 680
7. UF	2.42	2.26	4	2.57	1.31	2.84	4.84	13.05	1983 58
8. B-17	2.51	2.62	3	2.52	1.86	2.21	3.30	11.50	1983 87
9. WS&IM	2.53	3.04	6	2.93	2.67	2.39	7.01	34.90	1975 464
10. FP	2.57	3.10	4	3.12	2.91	2.87	5.42	16.81	1985 85
11. HW	2.59	3.27	4	3.68	2.13	4.25	8.27	21.73	1984 63
12. W&P	2.61	2.76	5	3.46	2.93	3.04	13.04	57.19	1980 374
13. BB'81	2.67	2.46	4	2.53	2.94	2.91	19.62	35.09	1981 277
14. TLD	2.68	1.95	8	3.72	3.54	2.04	24.44	170.68	1980 119
15. VITP	2.72	2.86	2	2.89	2.22	4.52	16.96	22.36	1977 420
16. CAE	2.85	3.01	4	2.32	2.89	2.52	25.14	32.57	1976 252
17. SON	2.92	3.03	10	3.72	4.09	1.92	29.50	81.78	1981 123
18. SOA	2.97	2.79	3	2.73	2.41	3.88	18.22	22.57	1981 232
19. FE	3.00	2.72	7	3.21	3.21	3.00	21.17	49.05	1980 345
20. FRED	3.00	3.41	4	2.93	2.58	2.75	12.25	24.67	1983 58
21. SUB	3.08	2.64	8	3.13	3.08	2.74	9.41	26.15	1978 281
22. CON	3.12	3.64	7	3.08	2.52	3.52	25.8	49.1	1983 73
23. MD	3.13	3.51	3	2.80	2.21	3.44	14.75	20.74	1964 395
24. AZ	3.17	2.72	7	3.18	3.86	2.68	18.63	63.40	1978 292
25. PL	3.19	2.94	7	3.31	3.13	3.50	9.49	25.80	1974 479
26. 1776	3.21	2.97	7	3.09	3.03	3.10	10.16	45.09	1974 373
27. FT	3.23	3.12	10	3.22	3.67	3.16	24.51	57.39	1981 196
28. PB	3.35	3.08	6	3.73	2.90	3.94	10.35	23.07	1970 448
29. BIS	3.45	2.96	6	3.43	3.25	3.06	12.41	26.35	1979 248
30. AACOC	3.52	2.95	5	3.02	3.26	3.07	15.52	26.53	1978 239
31. FITW	3.53	3.14	4	3.17	2.94	3.72	16.14	30.01	1981 100
32. CL	3.54	3.35	5	3.15	3.33	3.79	12.53	25.53	1975 136
33. DL	3.61	4.02	7	3.85	3.22	3.29	6.66	19.94	1981 120
34. GOA	3.66	3.37	5	3.67	3.79	2.98	18.68	60.06	1981 297
35. WAS	3.71	3.67	1	2.48	2.37	5.98	9.09	12.71	1976 396
36. GE	3.72	3.12	6	4.64	4.41	2.84	13.25	57.13	1977 248
37. AF	3.74	4.16	7	3.98	3.34	3.35	5.61	16.02	1980 192
38. AIW	3.74	3.05	8	2.92	3.52	3.06	8.69	25.36	1977 308
39. LRT	3.75	3.60	4	3.53	3.39	2.96	13.04	17.00	1982 56
40. TR	3.80	3.76	3	3.33	3.60	3.70	9.51	25.79	1980 72
41. WAT	3.83	4.17	2	2.95	2.64	5.00	17.08	23.13	1962 296
42. NP	3.87	3.29	3	3.27	2.56	4.89	9.69	14.40	1978 159
43. AK	3.92	4.38	2	3.30	2.48	5.09	14.49	19.13	1964 492
44. AL	4.03	4.05	5	3.69	3.18	3.57	12.34	17.93	1974 217
45. TB	4.06	3.53	7	3.48	4.47	2.50	11.28	32.50	1975 304
46. RW	4.14	3.14	5	3.32	2.91	3.98	4.22	21.15	1973 311
47. JU	4.17	3.20	6	3.61	3.83	3.22	16.01	36.66	1974 193
48. PAA	4.17	4.24	5	3.79	3.99	3.70	15.51	25.24	1981 144
49. DD	4.22	4.07	2	3.04	2.88	4.64	17.54	26.25	1977 367
50. CH	4.39	3.80	4	3.35	3.52	4.67	14.76	24.96	1961 140
51. STAL	4.39	4.29	2	2.88	2.75	5.83	20.57	28.85	1963 320
52. LW	4.45	3.75	5	3.77	3.79	4.79	13.36	34.14	1971 372
53. FR	4.79	3.49	4	3.47	3.75	4.06	16.27	26.95	1972 244
54. BL	4.73	4.16	7	3.65	3.77	5.27	20.43	41.44	1965 336
55. TAC	5.62	5.25	1	2.79	3.23	6.34	11.70	19.29	1961 285

**COMING UP
NEXT
TIME**

Overall Value: 3.27
Components: 4.09
Map: 4.36
Counters: 3.18
Player's Aids: 3.19
Complexity: 4.91
Completeness of Rules: 3.54
Playability: 2.91
Excitement Level: 2.88
Play Balance: 3.73
Authenticity: 3.36
Game Length

Shortest: 2 hrs., 28 mins.
Longest: 4 hrs., 13 mins.
Year: 1983
Sample Base: 32

Surprisingly for such a simple game, the components are rated very harshly—only six other games on the list have a poorer Component value. But this seemingly is offset by the fact that Playability and the Excitement Level are both well above the norm. Most condemning, I think, is the relatively poor rating for Completeness of Rules. In point of fact, very little development work was expended on the design by our offices; simply goes to show either how discriminating our customers are when

The scatter-gun approach taken in Vol. 22, No. 1 to looking at warfare in the Mediterranean does not seem to have been as pleasing as the more intensive approach found in preceding issues. Its rating (3.57) goes far in convincing me to stick with the previous format. Despite the fact that many readers liked to have a large number of games covered, most also decried the brevity of the articles. Turning to the articles themselves, the look at *PANZER ARMEE AFRICA*, Nicky Palmer's brief consideration of German strategy in *THIRD REICH*, and Geraldine Brennan's look at wargaming from the wifely side head this desperate group in the polling. Ratings for all the articles, based on a random sampling of 200 responses, are as follows:

TO THE BORDERLINE	268
GERMANY: THE MED STRATEGY	192
MARRIED TO A GAMER	168
OVER BURNING SANDS	136
DROP ZONE—MALTA	96
OPERATION COMPASS	64
HEAVY WEAPONS FOR TRIREME	51
TWO STEPS TO TOBRUK	48
EGYPT	43
PLAYING THE ANGLES	32
COMPLEAT DIPLOMAT	27
GUNSLINGER BY MAIL	26
MED STRATEGY REVISITED	24
AH PHILOSOPHY	17
SPREADING POOL OF TREACHERY	8

Our second-best selling sports game, *STATUS PRO FOOTBALL*, has undergone a revision of the rules. The latest set of instructions, the fourth edition to date, incorporates the "Long Gain Yardage" errata that had been previously enclosed separately with the 3rd Edition. In addition, changes have been made to the Defensive Display Board with references to such changes also appearing in the 4th Edition rules set so that buyers need not purchase this revised board. For those who wish to add it to their earlier editions, it is available by direct mail for \$1.00 (the 4th Edition rules for \$3.00). Please be sure to add 10% to cover postage and handling on all mail order purchases.

The November 1985 issue of *Games* once again features the editors' choices of the 100 best games around. And, once again, the products of The Avalon Hill Game Company are well represented in that distinguished field. For the third consecutive year, Avalon Hill tops the list of game publishers with the most games included. Divided into sections by type of game, and running the gamut from role-playing to puzzles, nine titles made the list. In no particular order, these are: *BALI*, *CIVILIZATION*, *DUNE*, *HITLER'S WAR*, *RUNEQUEST*, *SLEUTH*, *SPEED CIRCUIT*, *VENTURE* and *YELLOWSTONE*. The editors of *Games* also revealed the "Hall of Fame", games so enduring that they continuously appear on the 100 List. To highlight these truly "classic" games, the editors have set them beyond the pale of the ordinary; numbered among these twelve are our own *ACQUIRE*, *DIPLOMACY* and *TWIXT*. The above games reflect the diversity and scope of our line as nothing else can; we are honored to be so well represented in this listing of the tastes of master gamesters.

One of the games that appealed to the *Games* editors has also drawn the interest of The National Puzzlers' League. In their monthly publication, *The Enigma*, given over to word puzzles of all types (with enigmatic rebuses, acrostical enigmas, transposals, and other such mind-twisters for those of you with time on your hands), a brief review of *BALI* is featured in the most recent issue. They

Infiltrator's Report

recommend it as a challenging two-player game. If folk so taken by the dictionary are interested, perhaps those readers hoping to broaden their vocabulary should give a look. *BALI* is available for \$6.00 from The Avalon Hill Game Company; it may just be the best six bucks you've ever passed.

And you thought these were only games. Most players are aware of the educational value of our games; in part, it is a strong attraction for novices (certainly the main element in bringing many into the hobby). Dr. Dwight Rexin of Jamestown College (ND) has gone a step further and used student playings of *THIRD REICH* in his seminar entitled "Macro Strategy and Tactics of WW2 in the European Theater—Analysis and Simulation". Intended for advanced history students, the seminar consisted of a systematic discussion of B.H. Liddell Hart's classic and two campaign games of *THIRD REICH*. In the first playing, after blitzing Poland the Axis became embroiled in a disastrous invasion of England. While Russia dithered in Turkey, France and Great Britain invaded the weakened Germany bringing a quick victory in Spring 1940. In the second, the pace was more stately, with the Axis overrunning Poland, the Lowlands, and France by Spring 1940. German invasions of Britain and Spain brought the British to the edge of defeat, while the Soviets absorbed much of the ungarrisoned East. In 1941 Britain evacuated the Mediterranean in order to restore the integrity of their homeland; Spain falls. The end of the class brought this most fascinating game to an end just as the entry of the USA allowed the Western Allies to return to the continent in Spain, liberating Madrid and pressing on into southern France. I am sure that these students have gained an added appreciation of the complexities of grand strategy to supplement their readings. After all, the seminar text is only words; the game lets them make the decisions. How better to learn?

Our design offices have recently received a spate of unsolicited game prototypes from hopeful designers. All are summarily disposed of for legal reasons before any of our staff members ever lay eyes on them. Please understand that although we are sympathetic to the urge of wargamers to design and publish their own efforts, it is simply impossible for our small staff to evaluate the dozens of such requests we receive each and every week. It is an extremely rare occurrence when we accept an outside game submission. Please, with regard to any game submission, absolutely do not send the game to us without first having received, signed, and returned a standard disclosure form. We apologize in advance for not being able to respond to any such requests which we are not interested in pursuing further. Advice from Don Greenwood, VP for Research and Design, is to contact him for copies of our standard release forms (no others will be acceptable) and for some indication as to whether The Avalon Hill Game Company would be interested in your design. A lack of response will regrettably have to suffice as our notification of non-interest; such is the burden of the crush of mail from hopeful designers. You may well save yourself a great deal of time, expense and frustration by following our guidelines for free-lance submissions—whether you inquire with us or another game publishing house.

It's been some time since we reported on items of interest for boardgamers in our sister magazine, *HEROES*. The fourth issue of Avalon Hill's fantasy/sci-fi game magazine has two fine articles on *FREEDOM IN THE GALAXY* and a short article on *WIZARD'S QUEST*. The next issue (Vol. 1, No. 5) gives us two articles on *WIZARDS* by the designer of that game, Thomas Mosbo; for those players addicted to this most unusual boardgame, the rules clarifications alone are worth the price of the magazine.

We have recently received many, many requests for solitaire rules for both *PAYDIRT* and *BOWL BOUND*. Although we never published an official set of solitaire rules for either game, there were many unique systems submitted and several of the best were printed in *ALL-STAR REPLAY*, the magazine published for several years for sports game buffs. Two distinct systems for solitaire play were published in that magazine for each: *PAYDIRT*—Vol. 1, #3 (pp. 11-13) and Vol. 3, #2 (pp. 5-8); *BOWL BOUND*—Vol. 2, #2 (pp. 5-7) and Vol. 2, #3 (p. 15, pp. 23-26). Interested parties who might have missed these issues may order photocopies of these rules for a payment of \$1.00 per page (minimum order, \$5.00) from The Avalon Hill Game Company. Be sure to specify the above mentioned issue and page numbers.

Contest #125 posed a classic problem for the *Afrika Korps*: how to crack a British line anchored on the coast. Due to the tightened production schedule following the extreme delay engendered by *ORIGINS* and *ASL* releases, only a few responses were received from the readership. Of them, only four utilized a flank attack (with minor variations) to isolate the bulk of the Allied troops while remaining within the parameters of both contest and rules of the game. The following demonstrated a firm grasp of the techniques the rules for *PAA* and are winners: George Calebough, Brooklyn Park, MN; Chris Farrell, Cleveland Heights, OH; Brian Montgomery, Great Falls, VA; and Bob Prcaut, Clemson, SC.

For Contest #126, one basic assumption must be made to *guarantee* gaining the maximum split in Victory Points. This assumption is that the enemy player will roll the best possible, while you in turn will roll the worst possible—an affliction many wargamers claim to suffer. For the torpedo attack to be delivered, the Kates must attack from low altitude; thus five planes will be lost from the formation due to AA fire. This leaves a guaranteed three hits against any target ship. Likewise, the Vals to be effective should use their AP in a dive bombing strike, meaning a loss of five planes also as they come down to low altitude. The remaining planes will secure two hits. Given that the Japanese have now lost ten planes, the American score is—at this point—414.

The five hits that can be the minimum inflicted will be sufficient to sink any American CA or CL, or two of the destroyers. Unfortunately the VP awarded for such sinkings leaves the Japanese player well back in the tally. However, if all five hits are applied against the *Saratoga*, the Japanese player will accrue 100 points. Despite the fact that the game continues, you have *guaranteed* the best possible score at this point in play by concentrating against the enemy carrier. Japanese score at this moment is a minimum of 420, leaving a six point advantage.

Thus, the proper response to the problem posed by Contest 126 would be to place both air formations, entire, in attacks against the *Saratoga*. Both would take anti-aircraft fire at low altitude. Not necessarily dominating, but the best that can be guaranteed.

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INSTRUCTIONS:

Rate each category by placing a number ranging from 1 through 9 in the appropriate space to the right (1 equating "excellent"; 5, "average"; 9, "terrible"). **EXCEPTION:** Rate items 7a and 7b in terms of minutes necessary to play the game, in ten-minute increments. (Example: If you've found it takes two and a half hours to play the basic scenario of *FRANCE 1940*, enter "15" for category 7a.) For an explanation of the categories, refer to the AH Philosophy of Vol. 19, No. 4. Sub-categories are indicated by italics. Enter ratings only for those categories relevant to the game in question. Note that AH's ratings for Complexity and Year of Publishing have been provided; do not rate these categories.

- | | |
|--------------------------|-------|
| 1. Overall Value | _____ |
| 2. Components | _____ |
| 2a. Mapboard | _____ |
| 2b. Counters | _____ |
| 2c. Player's Aids | _____ |
| 3. Complexity | 5 |
| 3a. Complexity | _____ |
| 4. Completeness of Rules | _____ |
| 5. Playability | _____ |
| 5a. Excitement Level | _____ |
| 5b. Play Balance | _____ |
| 6. Authenticity | _____ |
| 7. Game Length | _____ |
| 7a. Basic/Shortest | _____ |
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| 8. Year of Publication | 1985 |

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 - So that as many ads as possible can be printed within our limited space, we request that you use official state and game abbreviations. Don't list your entire collection, list only those you are most interested in locating opponents for.
- Afrika Korps—AK, Air Force—AF, Alexander—AL, Alpha Omega—AO, Amoebe Wars—AW, Anzio—AZ, Arab-Israeli Wars—AIW, Assault On Crete—AOC, Bismarck—BIS, Blitzkreig—BL, Battle Of The Bulge—BB, Bull Run—BR, Caesar Alesia—CAE, Caesar's Legions—CL, Chancellorsville—CH, Circus Maximus—CM, Civilization—CIV, Conquistador—CON, Cross Of Iron—COI, Crescendo Of Doom—COD, Dauntless—DL, D-Day—DD, Diplomacy—DIP, Down With The King—DWTK, Dragonhunt—DH, Firepower—FP, Flat Top—FT, Fortress Europa—FE, France 40—FR, Frederick the Great—FRED, Freedom in the Galaxy—FITG, Fury In The West—FITW, Gettysburg—GE, G.I.: Anvil of Victory—GI, Gladiator—GL, Guns Of August—GOA, Gunslinger—GSL, Hitler's War—HW, Jutland—JU, Kingmaker—KM, Legend of Robin Hood—LRH, The Longest Day—TLD, Little Round Top—LRT, Luftwaffe—LW, Machiavelli—MA, Magic Realm—MR, Midway—MD, Napoleon—NP, Napoleon at Bay—NAB, Naval War—NW, Origins—OR, Outdoor Survival—OS, PanzerArmee Afrika—PAA, Panzerblitz—PB, PanzerGruppe Guderian—PGG, Panzerkrieg—PK, Panzer Leader—PL, Rai Baron—RB, Richthofen's War—RW, The Russian Campaign—TRC, Squad Leader—SL, Stalingrad—STAL, Starship Troopers—SST, Storm Over Arnhem—SOA, Struggle of Nations—SON, Submarine—SUB, Tactics II—TAC, Third Reich—3R, Titan—TT, Tobruk—TB, Trireme—TR, Up Front—UF, Victory In The Pacific—VTP, War and Peace—W&P, War At Sea—WAS, Waterloo—WAT, Wizard's Quest—WQ, Wooden Ships & Iron Men—WSIM.

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WHAT HAVE YOU BEEN PLAYING?

Top ten lists are seemingly always in vogue these days. Whether the subject is books on the Best Seller List, television's Nielsen ratings, or even games, the public never seems to tire of seeing how their individual favorites stack up numerically against the competition. Our preoccupation with this national pastime is almost akin to rooting the home team on to victory every Sunday. So to further cater to your whims (and to satisfy our own curiosity) we unveil The *GENERAL*'s version of the gamer's TOP TEN.

We won't ask you to objectively rate any game. That sort of thing is already done in these pages and elsewhere. Instead, we ask that you merely list the three (or less) games which you've spent the most time with since you received your last issue of The *GENERAL*. With this we can generate a consensus list of what's being bought. The degree of correlation between the Best Selling Lists and the Most Played List should prove interesting.

Feel free to list any game regardless of manufacturer. There will be a built-in bias to the survey because you all play our games to some extent but it should be no more prevalent than similar projects undertaken by other magazines with a special interest-based circulation. The amount to which this bias affects the final outcome will be left to the individual's discretion.

The games I've spent the most time playing during the past two months are:

- _____
- _____
- _____

CONTEST #127

 German Victory German Loss

If a German Victory, please indicate movement of units, combat and best die rolls:

Unit	Movement	Combat	Die Roll

Issue as a whole . . . (Rate from 1 to 10, with 1 equating excellent, 10 equating terrible)
Best 3 Articles

- _____
- _____
- _____

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THE GENERAL



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If you are really into statistics, **Statis Pro Baseball** is for you. This game comes with individual Player Cards for each major league player of every big league team; over 700 cards in all. The Player Cards contain computer-generated information that will allow you to re-create an entire season by replaying games using the actual players, shuffling them in and out of lineups, making trades, calling the shots on and off the field, just like they do in real life.

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We've thought of everything. Many's the time you've wanted to play a boardgame and there's no opponent around. No problem! **Statis Pro Baseball** can be played alone using its specially designed solitaire feature.

Statis Pro Baseball contains NO DICE. Instead, the unique patented set of Fast Action Cards replaces the unrealistic randomness of dice. Players **will** perform as they did in real seasons past, only YOU, as manager, must plan your strategy to maximize players' abilities. Thousands of **Statis Pro Baseball** leagues abound throughout the USA.

MAJOR BREAKTHROUGH IN STATISTICAL DESIGN

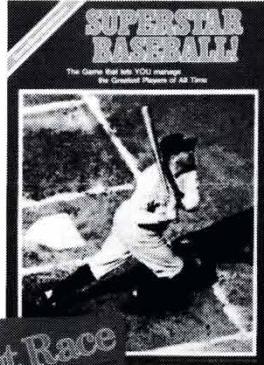
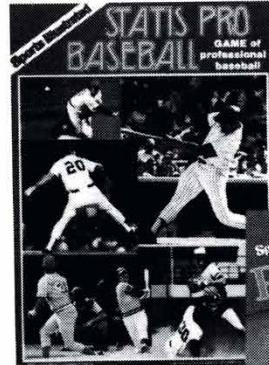
At last . . . the design geniuses at The Avalon Hill Game Company have come up with a game based on **current** performance statistics. It's a first of its kind, and it's called **Baseball Strategy**. Here, we give you Player Cards on which YOU can write current updated information, changing it from day to day as the players' stats change.

Baseball Strategy is actually 3 games in one. In the head-to-head strategy version you get two evenly-matched teams patterned after big league rosters; playing this version will certainly show you whether or not you would have been a great manager had you been given the chance.

The statistical replay version allows you to create teams of your choice simply by going to the daily newspaper and copying down real-life player stats onto the Roster Cards, then playing the game to see who should really win this year's pennant races.

Baseball Strategy can also be **played solitaire**. Either of the two versions described above are suitable for play by yourself—special rules that come with the game show you how. **Baseball Strategy** . . . truly a thinking man's game!

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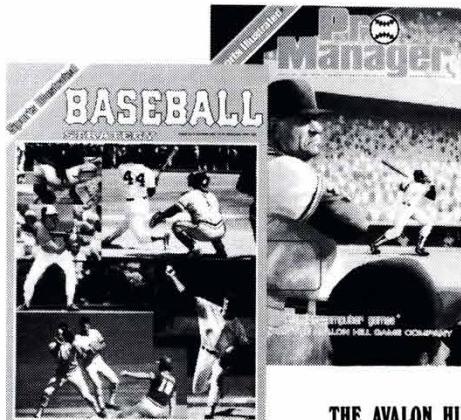


BIG LEAGUE WHEELING AND DEALING

Pennant Race—the newest game that's more than just playing on the field! Seen from the eyes of the front office, major league baseball is a far different sport than the game that's played on the diamond. In **Pennant Race**, YOU become manager, general manager and owner, wheeling and dealing for the talent you think will turn the corner for your club. You get all the components you need to actually re-create a pennant race—that's a 162-game schedule for all 26 teams. Yet, **Pennant Race** allows you to do this quickly, effortlessly, with all the excitement of the real thing.

Pennant Race includes a carefully-prepared set of 26 team charts, each containing a roster of 25 players who are statistically evaluated in all key areas of play. Everything you need to grasp what big league baseball is all about from April through October is here in this one great new game package. Use **Pennant Race** in conjunction with **Statis Pro Baseball**; play an entire 162-game schedule with just your favorite teams in **Statis Pro Baseball**, and use **Pennant Race** to complete the schedule quickly for all remaining teams.

We've been careful to offer a **solitaire version** for **Pennant Race**, too . . . the perfect game for those who understand that baseball is more than just a game of hitting, pitching, and fielding.



WHO ARE THE GREATEST ALL-TIME PLAYERS?

This hotly-debated issue can be settled once and for all—by playing **Superstar Baseball**, the game that lets you re-create dream all-star games of players from out of the past. You get the chance to manage the greats from all eras of big league baseball; imagine Babe Ruth and Ty Cobb on the same team with Yogi Berra and Brooks Robinson. Could Walter Johnson strike out Ted Williams? Could Willie Mays out-perform Tris Speaker? Or could your team of American League Hall of Fame greats outplay those of the National League? All you have to do is play **Superstar Baseball** and find out. You get 48 greats from each league, 96 in all, to match up in dream games of your choice; like the best of the old-timers against latter-day stars . . . the home-run kings against the pitching immortals. You name it, **Superstar Baseball** can produce it for you—in head-to-head or solitaire play, whichever you prefer. Either way, results will amaze you and often surprise you—maybe there are some players in the Hall of Fame that don't belong there!!!

... AND, FOR YOU COMPUTER BUFFS

We have two new games, based on boardgames previously described. **Computer Static Pro Baseball** lets YOU re-create an entire season on any of three different computers; great as solitaire or as a two-player game. Item number 40801—16K cassette for TRS-80 Mods 1/11/14; 40852—48K diskette for Apple II; and 40855—64K diskette for Commodore 64.

The second new computer baseball game is **Pro Manager**; here YOU can re-create an entire season or design teams from out of the past on your IBM PCjr, 128K—game number 47754.

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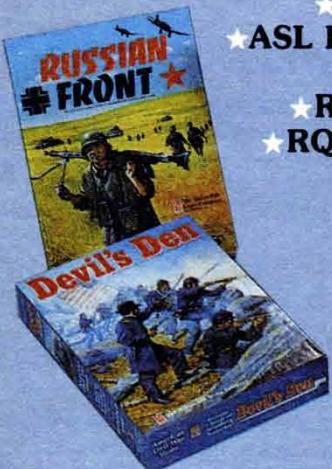
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On behalf of company hype, we must report that we've sold thousands of **ASL** sight unseen. Ever since we announced the availability of **ASL** at summer game conventions, we've been flooded with gamers throwing money at us without even knowing what they're getting. They reason that if it's an AH product, the value has got to be there ...so why worry!

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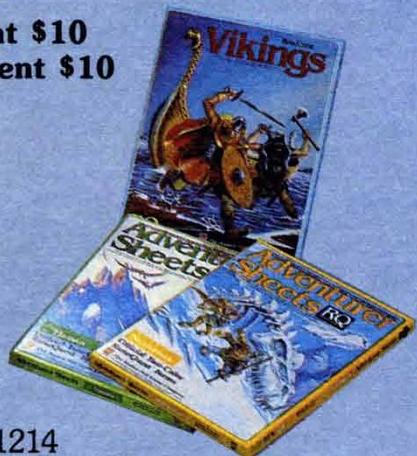
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The GENERAL



For over twenty years, the AH **GENERAL** has set the standard for magazines devoted to the challenging hobby of wargaming. And the oldest professional wargaming magazine is still the best value for the wargamer's dollar with the least expensive subscription rate to be found in the hobby. Every bi-monthly issue is packed with articles on the strategy, tactics and variations of AH games. Written by the AH staff and by fellow hobbyists who are enthusiastic experts on the games, the articles are usually thought-provoking, occasionally controversial, and always enjoyable. Graced with the best of graphics, each 48-page issue is full-color and blessed with numerous maps and charts to highlight the information the authors present.

Judging by responses to regular surveys of the readership—conducted in a continuous effort to bring them what they want—the many “extras” found within the pages of The **GENERAL** are as important as the articles. For the past year, *The Victory Insider* has brought our readers similar high-quality and informative articles on the products of Victory Games as a bonus insert. Many issues have Series Replays, move-by-move recreations of one of AH’s games by expert players with neutral commentary on their efforts by the designer or developer. New product announcements, game strategy contests, historical background pieces, discount coupons, information on conventions and other doings within the wargaming hobby world—all are found in these pages; and all have but one intention: to increase the pleasure for those who play AH’s fine line of games.

So, if you know of someone who hopes to make wargaming a hobby that they will enjoy for the rest of their life—all the challenge and color of the fascinating hobby of wargaming—you can’t go wrong by giving them a subscription of The **GENERAL**. Even if that person happens to be yourself! And you can’t beat the price: a two-year subscription represents a 50% saving over the newstand cover price. (Ah . . . but if you are not quite convinced that this is for you, try ordering a sample issue—only \$3.00. We’re sure that one look is all you’ll need to understand the pride we take in The **GENERAL**. Individual copies may be ordered direct from The Avalon Hill Game Company at the address below.)

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